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COMPUTER + VIDEO GAMES

ARRGGHH! IT'S THE ALIENS!

5th BIRTHDAY ISSUE/FIRELORD PREVIEWED
DRACULA REVIEWED/PLAY BY MAIL GAMES
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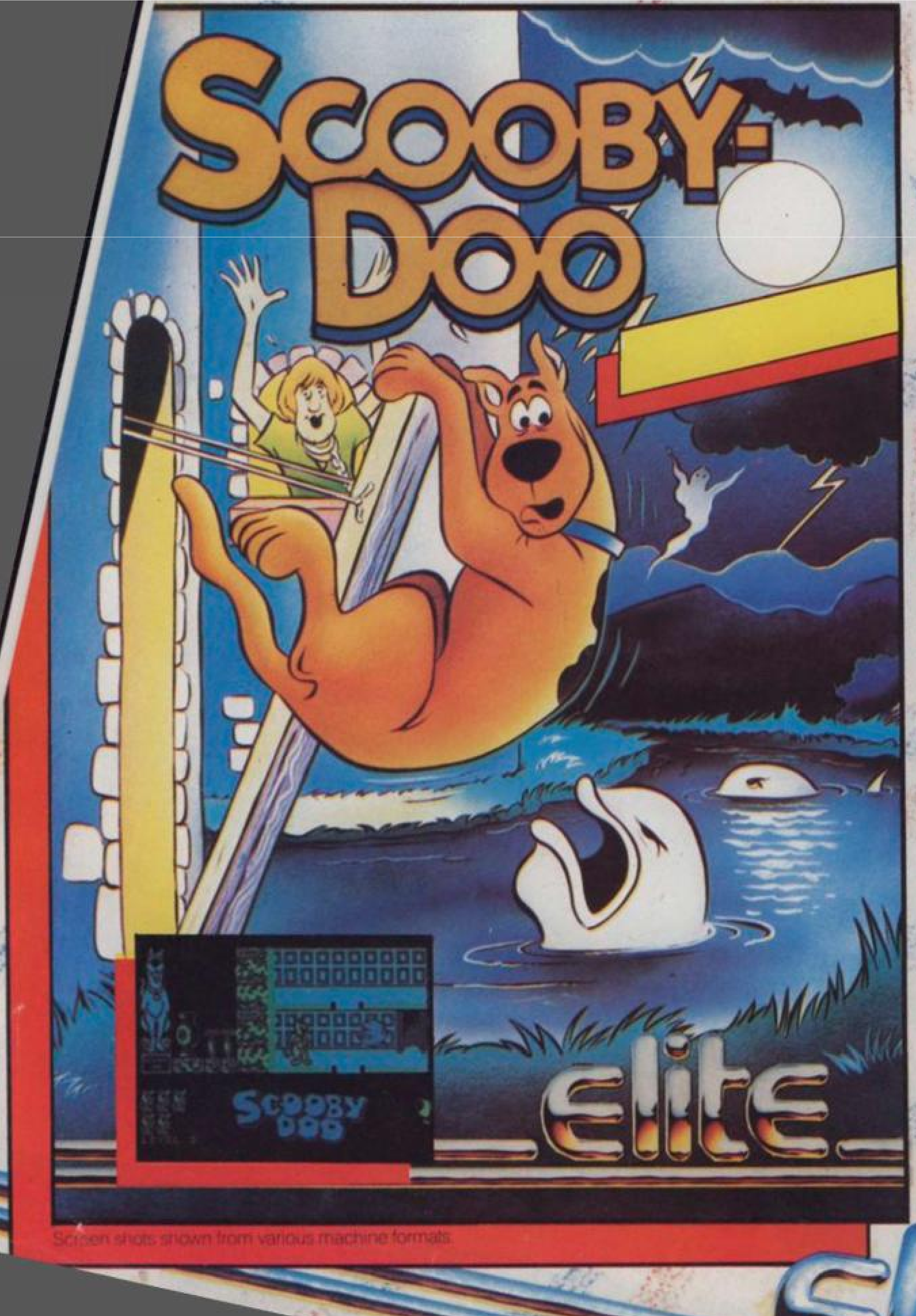

Screen shots shown from various machine formats

After months of development he's finally here–Scooby in his own hilarious computer cartoon. Designed and coded by Gargoyle Games, Scooby Doo is a fast-action arcade game that's as funny to watch as it's exciting to play–Scooby-Dooby-Doo!!

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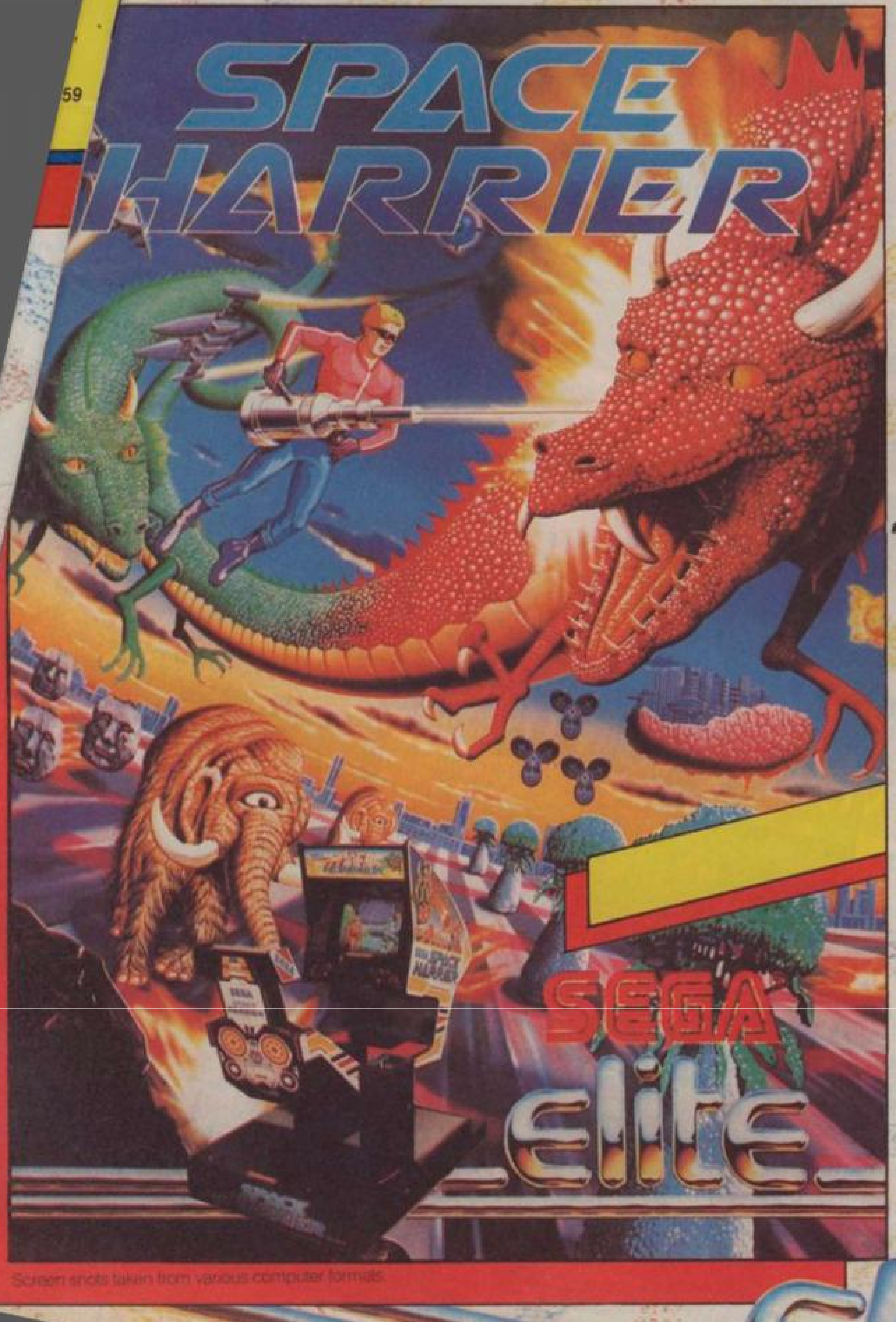

Screen shots taken from various computer formats.

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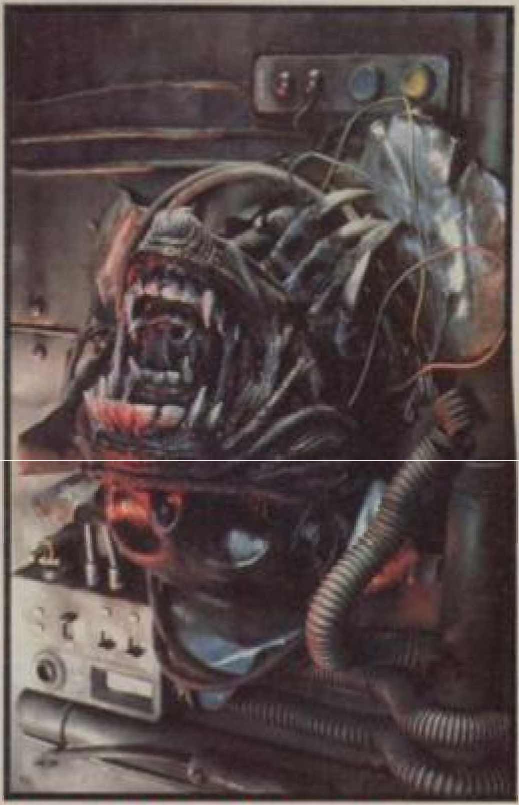
GAME OF THE MONTH: This issue is Domark's brilliant Trivial Pursuit. C+VG HITS! go to Druid, Trap Door, Deactivators, Dan Dare, Atari Smash Hits, WAR, Conquistador and Nightmare Rally. Plus the best of the rest!

73 ADVENTURE

Keith Campbell, rises from the grave to terrify unsuspecting adventurers with a tale that will freeze your soul. Drac's back and thirsting for blood. **Rod Pike** is the man who is out for the Count. Plus a Vampire competition, news and yet more reviews.

8 NEWS/HOT GOSSIP

Are you ready for this?! Gauntlet, World Games, Academy, Labyrinth, Judge Dredd, Bazooka Bill, C+VG's Combat Zone Award, Customised Computers, Antiriads, Top Gun, Last Ninja, Sam Cruise. All that AND Tony Takoushi enthuses about Crystal Castles and Montezuma's Revenge!



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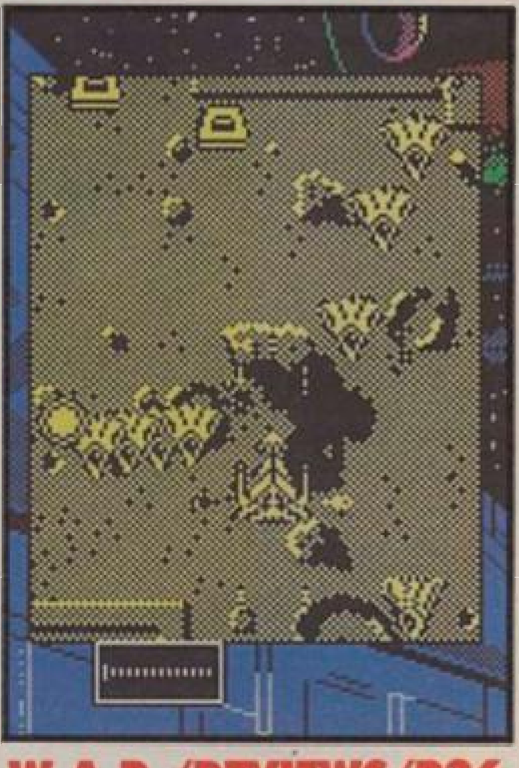

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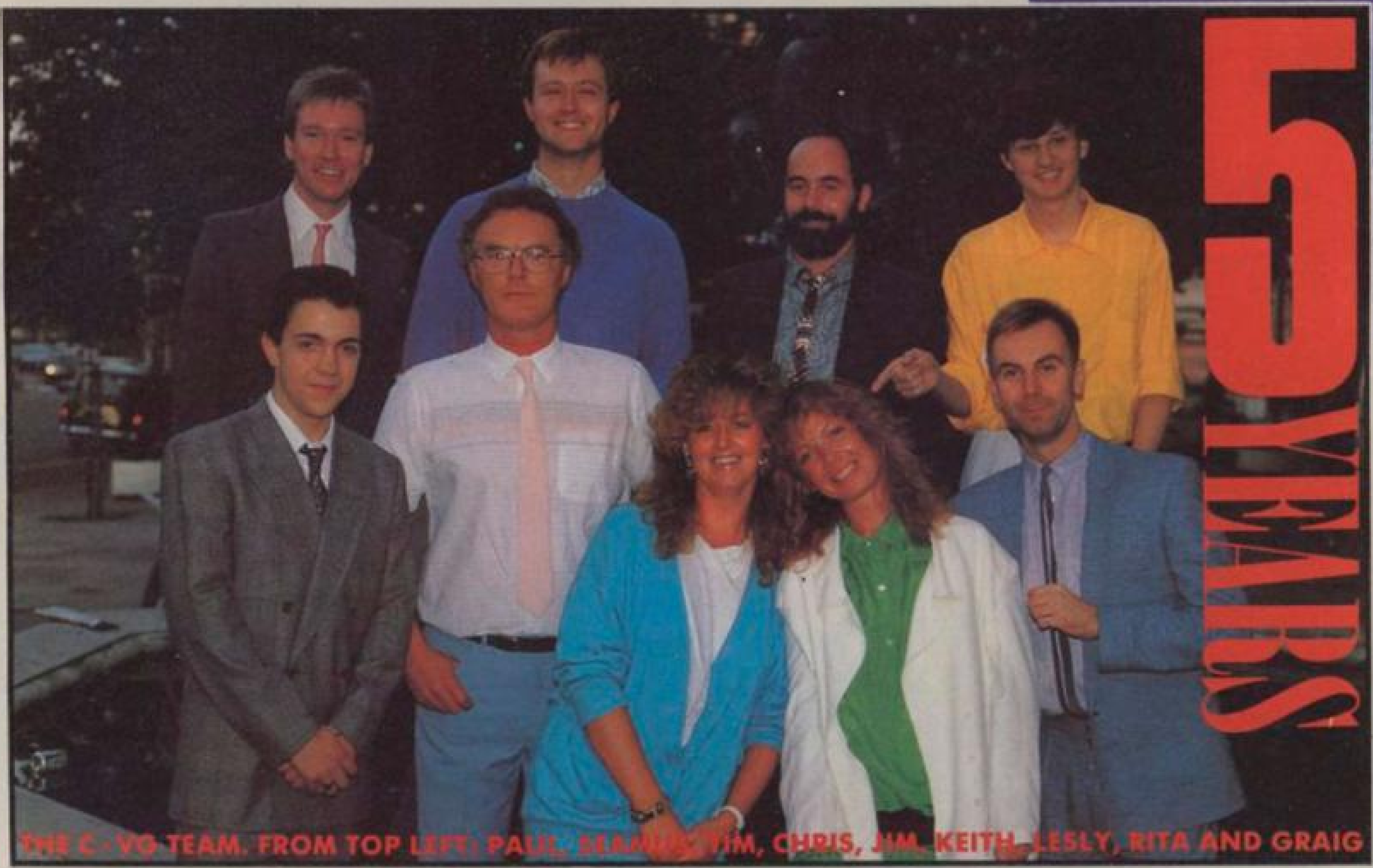

THE C+VG TEAM. FROM TOP LEFT: PAUL, SEAMUS, TIM, CHRIS, JIM, KEITH, LESLY, RITA AND GRAIG

INSIDE STORY

● Is it really five whole years since C+VG took its first faltering steps into the brave new world of computer gaming? Yup, sure is! C+VG came into being at around the same time as the ZX81 was revolutionising home entertainment. So this issue we've decided to have a bit of a celebration with a bunch of fifth birthday features. **Keith Campbell**, the only writer featured in that very first issue who is still going strong today, looks at adventures through the ages. Our Happy Hacker, **Robert Schifreen**, brings you a look at the five ages of computers, subtitled These You Have Loathed. There's our own Birthday Honours for long serving software people and our first editor brings you C+VG's story — how it all began. All that and a preview of the game of the mega-movie **ALIENS**. Plus a preview of C+VG programmer of the Year, **Steve Crow's** latest called **Firelord. Dracula** rises from the grave to terrorise adventurers thanks to **Rod Pike** — the game is reviewed and there's a competition from beyond the grave. There's a special Spectrum listing from no less a person than **Steve "Dragontorc" Turner's** dad! It's a murder mystery — and there's a special tape offer as well. All this and much more inside your special fifth birthday issue of C+VG. Don't miss out on the party. . .

Art&Lit
Science
Geog.
History
Sport
Ent'ment

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SCOOBY DOO/P8

AHEUM...
OH! C'EST LUI! VITE, DE LA CLASSE, DU STYLE! LE STYLE INCOGNITO-PASSE-PARTOUT
BON, VOYONS VOIR DE CE CÔTÉ-LÀ!

INSP'R GADGET/P8

RAMPAGE/P22

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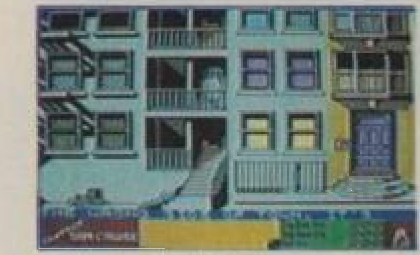
NEWS

■ **Mike Singleton**, brains behind many new projects, is working on another new idea, this time for **Melbourne House**. Called **Throne of Fire** this will be an original one or two player game. It'll have a screen display similar to **Spy Vs Spy**, in that there will be a split screen effect with lots going on in all the windows.

The game will be completely mappable and will be a real mix of arcade/strategy and adventure in true Singleton fashion. The game is being developed on the 64 with Spectrum and Amstrad versions on the cards.

■ In all the computer rooms in all the world, you had to come into mine. And it looks like I'm going to love ya,kid.

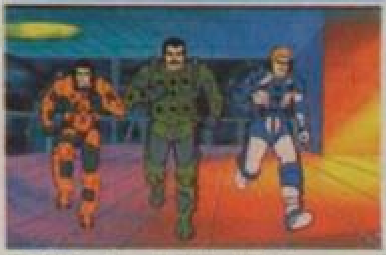


Here's a look at what promises to be an excellent private eye game on the Spectrum from **Microsphere**, the people who brought you the "Skool" games.

Contact Sam Cruise draws its inspiration from old black and white private investigator movies.

We've only seem a scrolling demo of the game so it's impossible to say how well the game plays. But it looks excellent and will probably sell for £7.95.

And for fans of the "Skool" games, watch out at Christmas.



■ **Ariolasoft** is indulging a spot of cartoon capers with two of its next releases — **The Centurions** and **The Challenge of the Gobots**, based on the Hanna-Barbera shows.

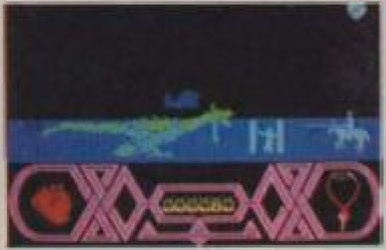
The Centurions are a supreme unit of three men, made all powerfull by "Exoframes" onto which they attach advanced assault weapons.

Together they must fight the evil Doc Terror and his sidekick thug Hacker, and save the world from their terrible hands.

In **The Challenge of the Gobots**, renegade forces on the planet Gobotron have been forced to flee. They are led by the ruthless Cy-kill, the reckless Crasher, the cold-blooded Cop-Tur and the Godzilla of Gobots, Zod.

Both games should be released in December for the CBM 64/128, Spectrum and Amstrad.

■ At last a dragon makes good. **Thanatos, Durell's** latest Spectrum release, has a dragon as the good guy.



You must control the dragon — Thanatos — in a battle against the evil forces of the underworld. He must fly, swim, walk and burn his way across seas, countryside, break into three castles of doom rescue an enchantress, while fighting off hordes of monsters.

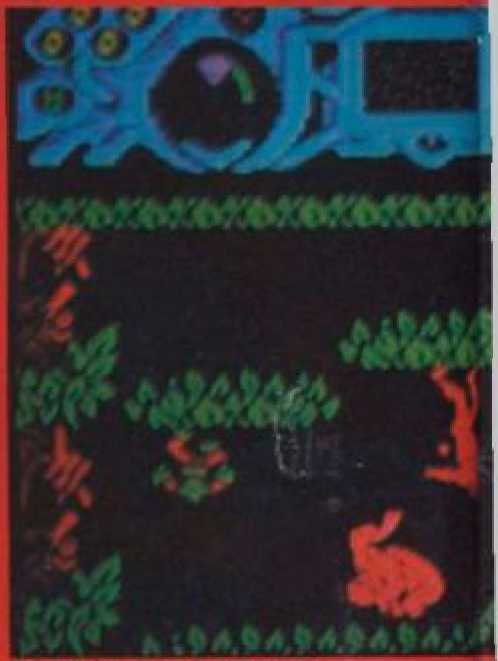
■ Watch out for the next generation of **Trivial Pursuit**! Following on from the considerable success of the original **TP, Domark** will be releasing the Young Players edition very soon. Just like the original board game Domark plan to release several different editions of TP — as promised in our preview a couple of issues ago. Thanks to ODE's innovative multi-load system which enables one tape to carry code for several different computers. Watch out for the future TP generations!

Quite simply, this is brilliant. Start queuing at your nearest software emporium right now to make sure you get a copy. Palace Software describes *The Sacred Armour of Antiriad* as "visually stunning." Normally the praise heaped on games by thier creators is grossly exaggerated. However, methinks, Palace could be accused of understatement.

The game plot is as follows. The year is 2086 and the world is on the brink of collapse. Disarmament talks have broken down. Troops are mobilised. And then the enevitable happens — a holocaust and the planet is plunged into a nuclear winter for hundreds of years.

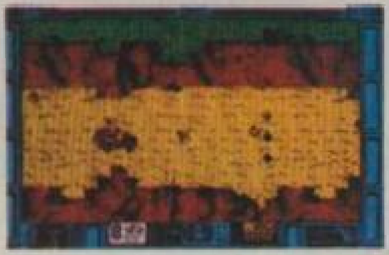
After several centuries a new race has emerged on earth. They are tough strong and peaceful — until alien tyrants conquer them and set them to work, ruling this beleagured people from inside a volcano.

A champion is chosen from the people — Tal. To save his people he must find the Legendary Sacred Armour of Antiriad and use it to destroy the aliens deep inside their volcano.



The "sacred armour" is, in fact an anti-radiation combat suit which has survived from the old days before the nuclear disaster.

■ This here's **Breakthru**, the next no-nonsense bit of arcade action from **U.S. Gold** and **Data East**. It's based on the coin-op machine of the same name and is a sort of Commando on wheels. Your mission is to retrieve a revolutionary fighter which has been captured by the enemy and is hidden 400 miles behind their lines. You are driving the world's most sophisticated armed vehicle equiped with Rambo-style armament.

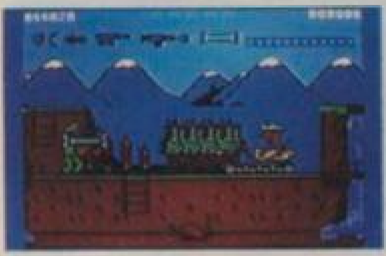


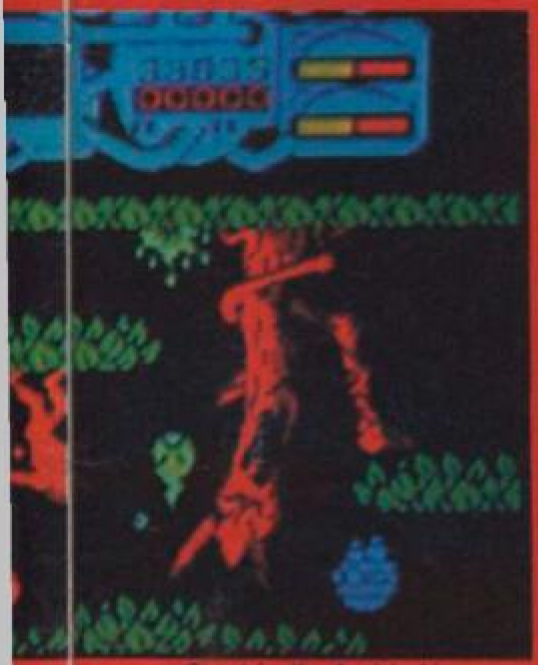
Breakthru is coming soon for the 64, Amstrad and Spectrum on tape and disk at the normal prices.

■ Meet **David Renwick**, the proud owner of C+VG's customised Spectrum. David entered our customised computer comp and his design was picked out as the winner by artist **Steinar Lund**. Steinar translated David's design onto the C+VG Spectrum and presented him with the real thing at the recent Personal Computer World Show. David, from Hornchurch in Essex, is a bit of an artist himself and enjoys messing around with computer graphics.

■ First came **Commando**, then there was **Rambo** and **Green Beret**. Now meet **Bazooka Bill**, the two-fisted hero of the game of the same name.

64 owners should sharpen up their joystick skills now! BB will be out on the new **Arcade** label at £9.95.

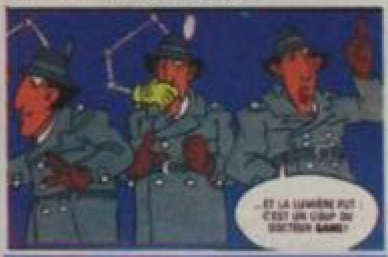




Graphically, Antiriad is exquisite. It's the tiny attention to detail the amazes. For instance, the stonework in one of the screen shots. On a television it's great but seen on a monitor it's a work of art.

■ A **Lord of the Rings** arcade game? Whispers picked up by C+VG spies relate tales of such a creature being dreamt up by Tolkien's number one fan **Mike Singleton** in conjunction with **Melbourne House**. Interesting. . .

Inspector Gadget is the hero of a French cartoon series which many of you have probably seen on TV here already. Now he's been transformed into a computer form by **Melbourne House**. The Inspector is a real bungler, often saved from disaster by his dog or cat. He has a hat full of gadgets — hence the name — like telephones, helicopter rotors, and such like. The game comes in three parts and features big cartoon style graphics. It's set in the circus which a Mad Professor type is using as cover for his plan to destroy the world. But in the true spirit of showbusiness the show must go on — and Gadget has to keep the circus going as well as thwarting the Prof's mad plan. **Gadget** hits the 64 in November.



■ Guess who is about to blow in from the Windy City? **Bugsy**, that's who. He's a blue rabbit trying to build himself a nice little career in organised crime in the 1920s.

And the people behind this bit of bunny business are those wonderful ladies from St Bride's. . . They claim **Bugsy** will be the definitive criminal rabbit story.

The gameplay of this graphic adventure is an entire criminal career in miniature, in which you must help Bugsy work his way up from petty crime to the managerial levels of criminal mastermindship.

Bugsy will be published by CRL, price £7.95.

■ **Melbourne House** will be laying down the law in no uncertain fashion with the release of their long awaited **Judge Dredd** game. The cult comic character has been long overdue on the games scene and this Australian team has come up with a fast and furious bit of arcade action well suited to the style of the character from **2000AD**.

The game is set in **Mega-City One** and it's Dredd's job to clean up the streets. Armed with his deadly Lawgiver he patrols the city — picking up messages from the Hall of Justice which tell him where the crime is telling place. The game is a sort of cross between **Green Beret** and **Mission AD** with excellent graphics and promising gameplay. Watch for the 64 version of the game coming soon.

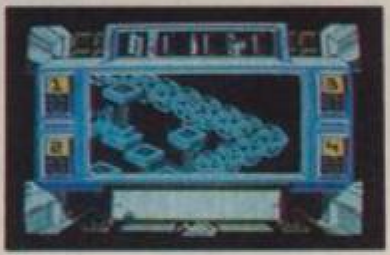
■ **Pete Cooke's** eagerly awaited sequel — or is it prequel? — to the amazing **Tau Ceti** is coming your way extremely quickly. Pete has almost completed the game and gave **C+VG's** spies a sneak peek at the recent **Personal Computer World Show**.

It's called **Academy** — and as we told you ages ago — the idea behind the game is to become a really ace Skimmer pilot. To do this you have to pass through the Gal-Corp Academy which trains would-be space aces by sending them to tough missions anywhere in the galaxy.

The completely finished version should have an amazing 20 — yes 20! — different missions.

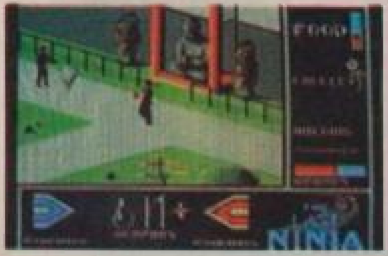
■ Thought you'd seen all the daft names people think up for new graphic techniques? Wrong! Here comes **Mechavision**, a new scrolling 3D style from programmer **Mev Ding** for his game called **Prodigy**.

Macabre mechlabs infested with genetic horrors hinder Solo, a synthetic man, and Nejo a human baby, as they fight their way to freedom through the nightmare zones — ice, fire, tech and vegie — created by Wardlock the machine sorcerer to house his ghastly flesh experiments, the Globenels and Bloberites.



Solo has to look after Nejo, cleaning, feeding and protecting him as they make their way through intelligent mazes, teleporters, strange geometric buildings and uncanny vegetation created by Wardlock, who, as a machine being, is malevolent toward organic life. **Prodigy** will be released in September on the **Electric Dreams** label for the Spectrum 48K/128K Amstrad and Commodore 64/128 at regular prices!

■ **Mark "Twister" Cale**, a favourite with many **C+VG** regulars, has announced a new game which is "unlike anything yet seen on computer". Which could be like many of **System 3's** games, many of which have yet to be seen on computer. Still, it's called **Dominator** and features the Silicon Slayers, whoever they might be. Other games "on the way" from Mr Cale's outfit are said to be **Bangkok Knights** and **The Last Ninja**. Meanwhile **Andromeda Software**, has done an amazing job on the ST version of **International Karate**.



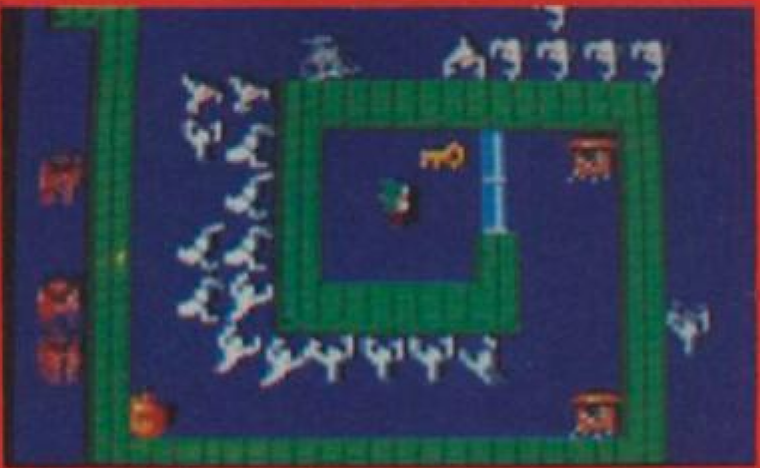
■ C+VG's spies got a sneak peek at **Gauntlet** at **U.S. Gold's** plush new HQ. The Commodore and Amstrad versions look brilliant as you can see from our screen shots.

The Amstrad version was actually playable at the time of our visit — and it's awesomely addictive right from the time you touch the joystick. A sure fire Christmas number one in the making we confidently predict!

We also caught a glimpse of the **Atari ST** version of the game under development and as you'd expect it's enough to make you go out and buy an **ST** for.

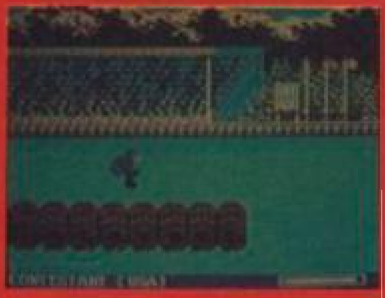
Watch out for our special Gauntlet Games Players Guide coming your way next issue and keep an eye on the shelves for the arrival of the game itself on December 1st.

Gauntlet will face a tough challenge from **Electric Dreams' Dandy** — the Spectrum version of this is looking good.



■ If you want to buy your little brother or best friend a Christmas pressie, then you couldn't do any better than buying **US Gold's** newie — **World Games**.

The Atari St version will be released in October at a price of £24.99 and the Commodore will follow in November at £9.99 or £14.99. The game will also be released on the Spectrum.



NEWS

☐ Meet **Jason Holland** and **Lee Hazeldine** — Big Red's number one fans. Jason actually painted Big Red on his bedroom wall — as you can see from our picture! Jason, left, is 15 and loves the Bug Hunters — but it was 13-year-old Lee, right, who first told us about Jason's artistic endeavours. Both are proud owners of a special C+VG Big Red t-shirt — and we're thinking of asking Jason to do us a lifesize mural of old Red on the outside of C+VG Central here in London. Start saving up for the paint Jason. . .

■ **Computer + Video Games** reaches the parts other magazines can't — all over the world!

We've just been given a World Wide Press award by **Combat Zone**, *the outdoor war and strategy team game, which celebrated its first birthday recently*

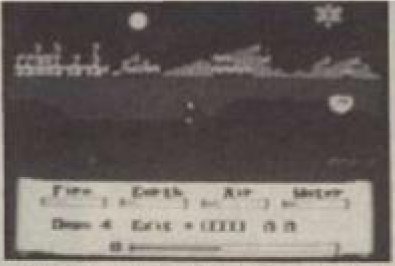
After C+VG featured Combat Zone back in January, they received enquiries not only from this country but also from abraod.

Combat Zone's **Pete Tyler** says: "It went so far afield. We had people from Holland and Belgium — even Australia."

Other awards went to the best Combat Zone team of the year, organiser of the year and local press award.

And just to prove C+VG's selling power here's a picture of Danes **Jan Olsen and Mark Orsten**, both 18, who decided to sample the perilous and exciting delights of Combat Zne after reading about the exploits of the C+VG team at this battle recreation game.

■ Martin Walker, he of **Back to the Future** and **Rupert** fame, is set to release his latest game on the **Electric Dreams** label next month. Called **Chameleon** it has an original theme.Chameleon possesses the ability to align his power to the forces of nature. The game is set in sixteen realms, each of which is ruled by one of the four elements, these give 100 screens of scrolling landscape, featuring 3D adverseries. Scheduled for release in November, Chameleon will ba available for the commodore 64/128 cassette (£9.99) and disk (£14.99). Versions for Amstrad and Spectrum coming soon.



■ The jF-14 Tomcat jet costs $36 million, can climb to 30,000 feet in just 60 seconds and cruises along at twice the speed of sound with seven tons of weaponry on board. A mean machine by anyone's standards. Any you could find yourself in the cockpit of one of these high-tech aircraft courtesy of **Ocean**. They are bringing out a game based on the movie called **Top Gun** which went down big in the states and is soon to be released over here. The film tells the story of top U.S. Navy pilots training to be super-pilots!

■ Here's the moment you've been waiting for — the second coupon in our Cyborg free games offer.

Thanks to CRL we've got 200 copies of their new Commodore 64 game, Cyborg, to give away for absolutely nothing.

All you have to do is collect the two C+VG/Cyborg Coupons. The first was printed in our October issue.

Now send the coupons to CRL — not to C+VG — and the first 200 to arrive will get a copy of the game. the address to send the precious coupons to is Cyborg Offer, CRL, CRL House, 9 King's Yard, London, E15 2HD.

■ Hellow me old pals, me old beauties, welcome to an everyday story of computer folk.

C+VG's increasingly rustic editor **Tim Metcalfe** achieves a lifetime's ambition by passing a few moments with **Jack Wolley** and **Eddie Grundy**, two of the stars from **The Archers**, the world's longest running radio serial.

Jack and Eddie — actors **Arnold Peters** and **Trevor Harrison** — were at the show to promote **Mosaic's** new game based on the radio serial.

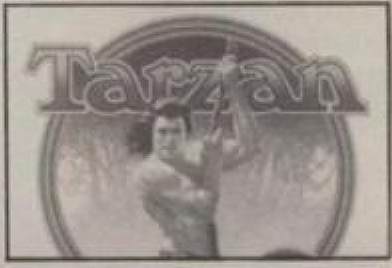
The text for the game has been written by the Archers scriptwriting team and the program written by **Level 9.**

The Archers will be available on the Spectrum, Commodore 64, Amstrad, Atari and MSX, prices ranging from £9.95 to £19.95.

■ **Tarzan, — Martech's** new arcade combat adventure is due for release in November.

Based on the hero created by Edgar Rice Burroughs, **Tarzan** is set in the sprawling jungles of Africa, the game centres on his quest for Jane, his mate, who has been kidnapped by hostile natives.

Tarzan will be simultaneously released on the Spectrum 48/128, Commodore 64/128, Amstrad 464/664/6128, BBC 'B'.



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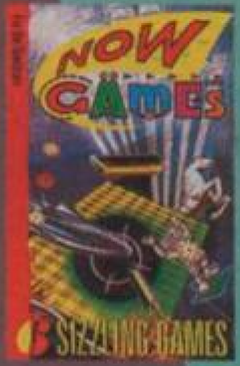
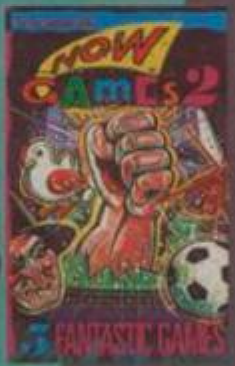


NOW GAMES



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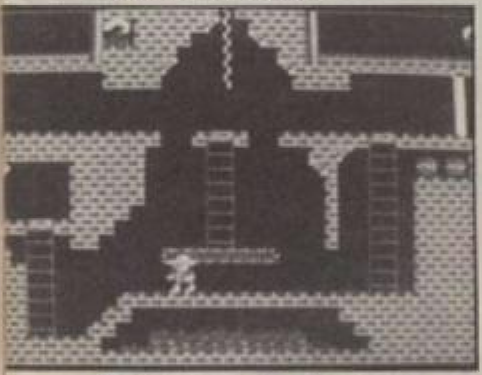
NEWS

HOT GOSSIP

BY TONY TAKOUSHI

■ They're here! Two of my all time fave raves have finally been licensed for release in the UK.

Crystal Castler — (originally an Atari coin-op- and **Montezuma's Revenge** — a Parker Bros game — have been snapped up by **U.S. Gold** and **Databyte**.



Crystal Castles was written by a company called **Thundervision** and it has been on the underground software circuit for the best part of two years.

Montezuma's Revenge has also been around for the best part of two years but it was a casualty when Parker pulled out of the UK home micro market.

Crystal Castles is initially available for the Commodore 64 and BBC½Electron micros, with Speccy and Amstrad versions to follow. It will retail for 9.99 on tape and £14.95 on disk. US Gold have a November release date for it.

Montezuma's Revenge (£9.95 tape and £14.95 on disk) is a Databyte product. Whoever you are I luv ya!

It's fast, it's totally playable, the graphics aren't mega-stunning and the sound isn't brilliant. BUT it is fun to play and boy it really zips along and keeps you on your toes.

The game is available on the Commodore 64 and Atari machines.

Montezuma's Revenge gets you running around a vast underground complex collecting treasure. You also have to collect keys along the way to open doors and gain access to the lower chambers.

Your character is Panama Joe and he rumbas around the screen beautifully. He can leap over gaps in platforms, climb up and down ladders and cross bridges which have the nasty habit of disapperaring!

There are many rooms to each level and when you have collected the right number of keys you can progress to the lower depths.

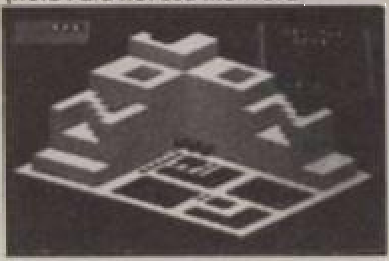
Dangers along the way include rolling skulls, these also bounce along the platforms and you have to slip UNDER them. Raging fires (these can be awkward), speedy spiders (they really move!), vanishing platforms and conveyor belts that drag you along where you don't want to go.

In the lower levels you face a mixed bag of all the dangers. When you get to the INVISIBLE levels you know things are about to get REAL beastly!

There are in fact two Atari versions of this game. It appears that the original **Montezuma's Revenge**, called Preliminary Monty 16K, featured a character called Pedro and he looked different.

■ I have got my mits on a copy of **Marble Madness** for the Commorodre 64, but I am having a terrible time trying to review it. I had better explain . . .

The Amiga **Marble Madness** (note I did not use the word version) is immaculate. There is NO comparason to any other format.



First the good news, this is the real McCoy for all Commodore owners. Forget the rest they were all pretenders to the crown and cheap imitations at best.

The bad news is that it will not bring on spasms of ecstasy on the graphics front.

The aim of the game is to guide a marble through six different platforms. Each platform has different dangers to negotiate and a time limit is enforced to ensure you do not dawdle along the way.

You play the game on a set difficulty level, there are no options (except two player, see later). The six levels to work through are Practice, Beginner, Intermediate, Aerial, Billy and Ultimate.

As you start each level you are given a time limit to complete it. 55 for levels one and two, 50 for three and 45 for four. That's as far as I got!

If you collide with a nasty on the course play stops and your Marble is destroyed then rebuilt, all of which wastes valuable time.

You guide your Marble around metallic cities full of wondrous, mischievious, and down-right nasty inhabitants.

Attackers take the form of Black Marbles. These guys ram you at speed and try to knock you off platforms. You get 1000 points for every one you lead astray.

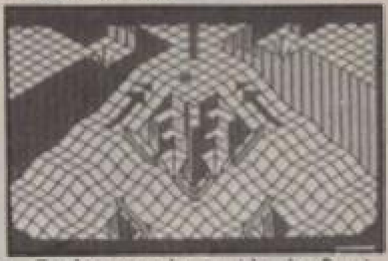
Gameplay? Now here I really had problems to start with. On certain levels there is only ONE way to pass a pathway or an attacker. You do not have any leeway in these situations so it is a case of do-or-die.

Ariola told me that there is a SECRET level in **Marble Madness**! It is called the Water Maze and it is devilishly difficult to get through. Access to it is restricted to doing (not doing?) a particular action at a set point. I bet no one out there finds it. It you do, let me know as I will personally congratulate you!

The other goody this month is **Crystal Castles**. It is a faithful copy of the arcade classic best described as 3D Pacman.

Your character rooms over many different 3D castles collecting gems — and bonus points from honey pots.

Crystal Castles has excellent graphics a great title tune and is very, very FAST



Each screen has a title, the first is simply called "Get The Gems". Here, as with all the screens, you have to collect gems scattered over the pathways of different castles.

Getting in the way are various nasties. Ther are trees — yes trees! You read me right — a swarm of bees, and green worm like characters which defy a name.

These dangers appear at various staes throughout the game. The first screen has some cute but vicious blue balls tracking you. If contact is made you lose one of your four lives.

The second screen features those 'orrible Trees. Here you are on an angled square 3D block with connected pathways. The trees chase you mercilessly around until all the gems are gone or you die.

Another nice touch I discovered were "secret warps". When you reach certain screens a secret message appears telling you where the warps are.

For example, on reaching level seven you are given the message "Jump at left back corner of first screen". If you do this you get 140,000 points and are transported to level three.

Strip Teasers
ALIENS
THE COMPUTER GAME
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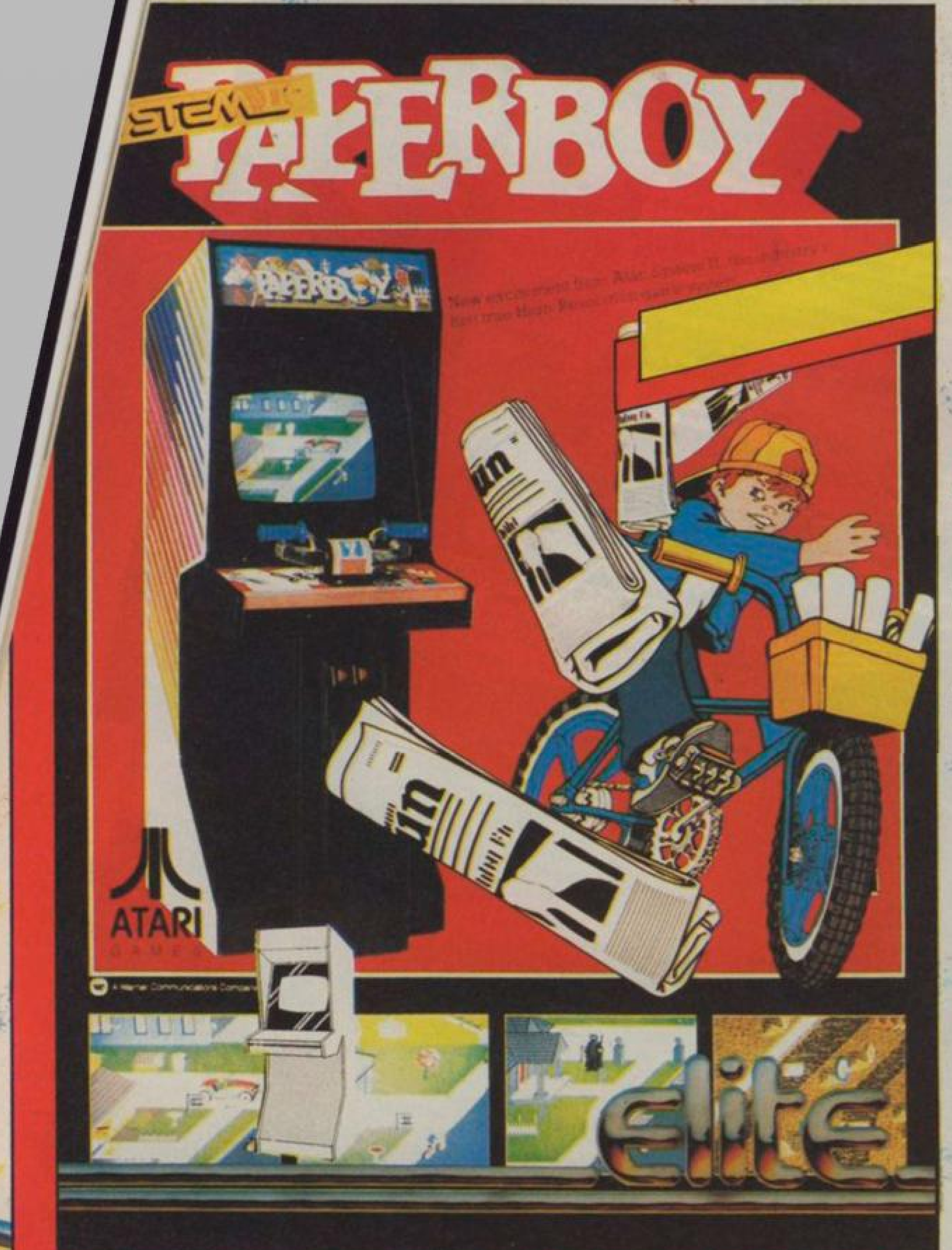

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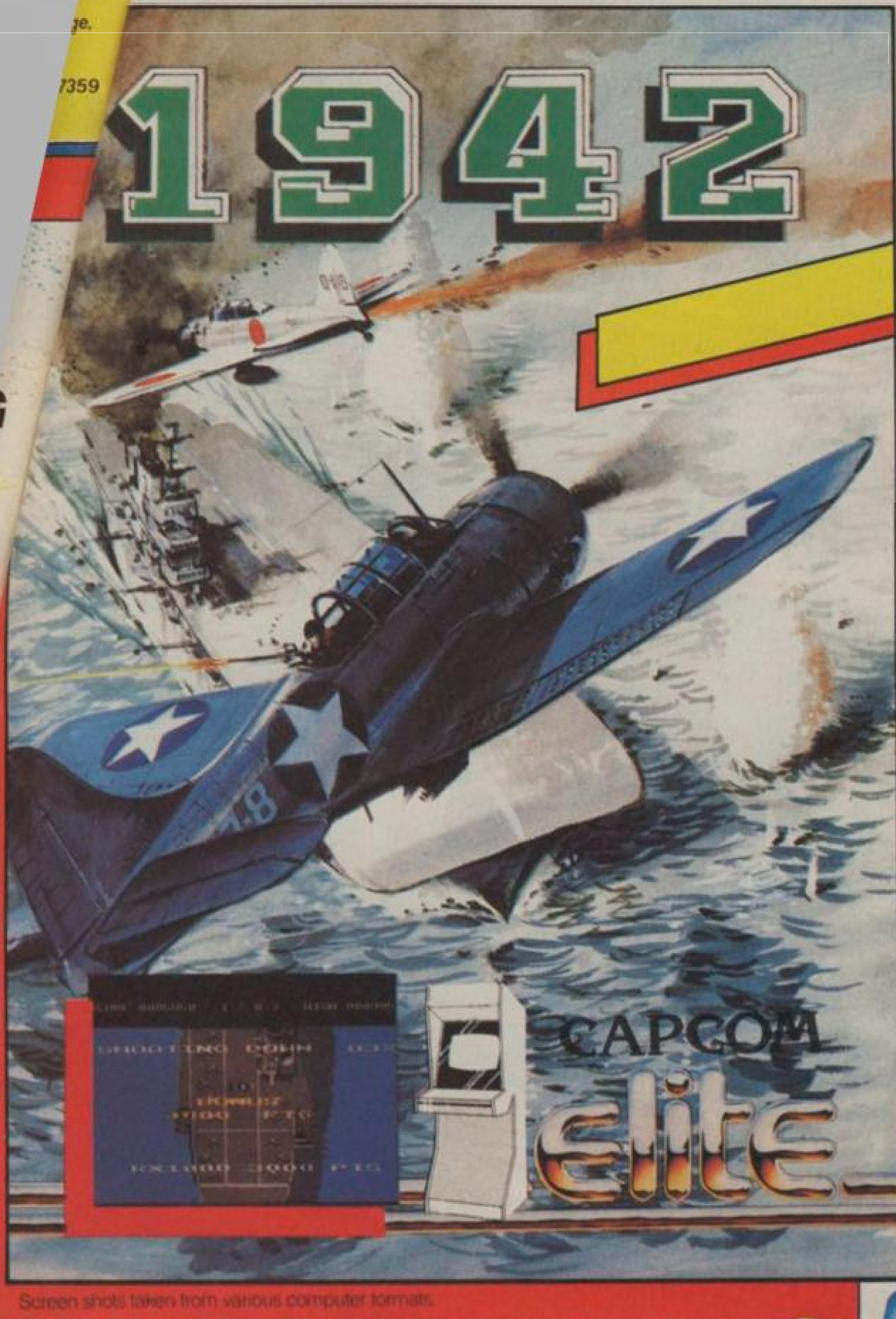
Sinclair User ★★★★★ Five Star review
"the game is gripping, a taut ariel dogfight drama for all Red Barons"

C + VG
"...extremely satisfying and very playable"

Your Sinclair
"With 32 levels to go this should keep you in the air for quite a while"



Screen shots taken from various computer formats.

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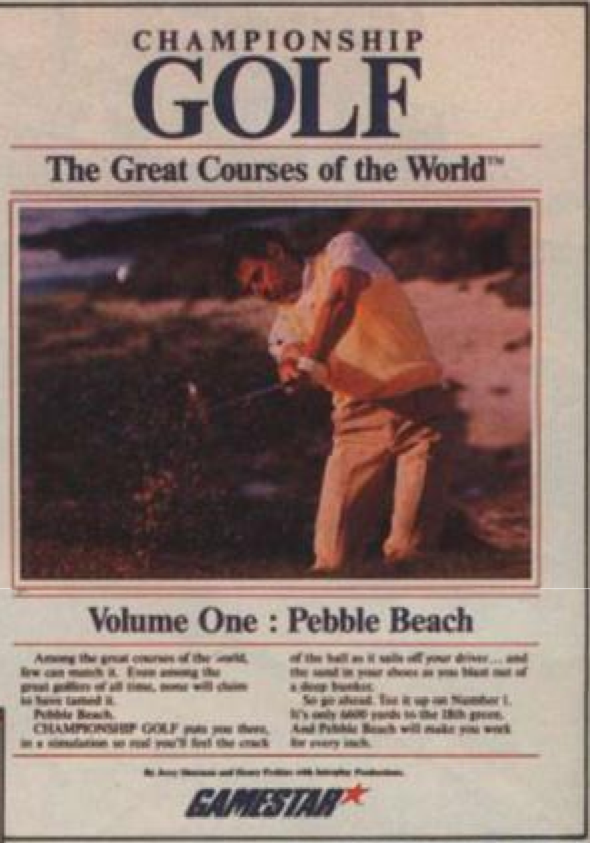

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ALI

Just when you thought it was safe to go back to your keyboard there appears a game so terrifying, so awesomely gruesome, so gut-wrenchingly exciting that you need to sit down and have a comforting MacDonald's chocolate milkshake before even contemplating the very fact of its existence. ALIENS is one such game. It will be creeping up on your computer very soon. So prepare yourself by studying carefully the next couple of pages. They may just save you from a fate worse than playing another dodgy game. . .

ALIENS the movie is currently leaving a trail of totally freaked-out film fans in its sinisterly stunning wake. If you haven't seen it at least three times by now — you must either be an *Eastenders* addict or simply too scared to come out from behind the sofa. **ALIENS**, the game of the movie from **Electric Dreams**, promises to be just as enthralling and exciting as the film. Created by veteran games designer **Mark Eyles**, the game puts you right in the hot seat on the Aliens' home planet of Archeron. Big trouble — in the shape of those evil little devils who like nothing better than a human host to help them grow — is brewing on this remote and inhospitable dust ball in space.

For the uninitiated let's take a quick look back at the events which lead to your arrival on the Aliens' home world. . .

**DATA READOUT . . .
BACKGROUND. . .**

Remember that at the end of the original **Alien** movie Warrant Officer Ellen Ripley escaped the doomed space freighter *Nostromo* and outwitted the indestructible alien beast by sneaking into an escape pod along with her cat Jones.

ALIENS finds her dozing in her sleep capsule a mere 57 years later and being discovered by other space travellers. She is taken to a space station orbiting high above Earth where she is horrified to learn that the planet Archeron — where the crew of the *Nostromo* unwittingly discovered the vast alien hatchery — has been colonised by foolish earthlings. See what happens if you stay in bed too long!

Ripley attempts to persuade her superiors of the danger lurking on the planet. But, like most people, they didn't get where they are today by believing in monster aliens. Ripley's bosses don't accept her horrifying story.

But then all contact is lost with the colony where space engineers and their families are working on a vast atmospheric processor set up to make Archeron's air breathable for humans. Aliens, of course, aren't really bothered what they breathe and would even sit in the smoking section of a bus if there were some healthy humans to sink their teeth into.

Ripley agrees to go back to Archeron with a squad of heavily armed and highly trained *space marines* to investigate what is going down on the remote planet. And that's when the nightmare starts all over again.

On arrival they discover the colony deserted and signs of a savage struggle. Then as night falls the aliens come out . . . Yerrrrggghhhh!

**DATA READOUT . . .
THE GAME . . .**

You have arrived on Archeron, landing near the engineers' base. You set up a mobile tactical operations bay (MIOB) in the marines' massive armoured personnel carrier.

The game centres on the MIOB's screen which shows you the view from the small portable vid-cams strapped to the helmets of the six members of your crew as they move about the base under your control.

Once you have selected one of the six team members their digitised face appears in the small personnel scanner *window at the bottom of the* screen. You can then control their movements and the Smart Gun they are armed with. You can see the gun-sights on the screen. These smart guns are computer aimed, video targetted automatic weapons.

Your job is quite — err — simple! You must regain control of the earth colony by fighting the Alien Warriors and shooting away Bio-Mechanoid growths as they appear on the walls of the base. A roomful of growths will start to fill with

**DATA READOUT . . .
THE CREW . . .**

Ripley: Flight Officer.
Sole survivor of the *Nostromo*. Terrified of the Aliens, but comes out fighting when she sees them!

Hicks: Corporal.
A Colonial Marine. He has a talent for survival and reacts fast in an emergency.

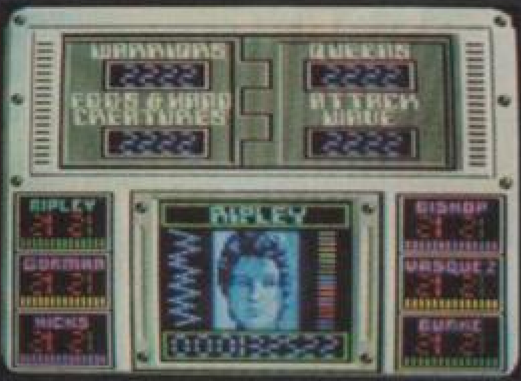
Vasquez: Private.
She is tough, reliable and reacts well under pressure.

Burke:
A company man. More interested in money than the lives of his companions.

Gorman: Lieutenant.
He is in charge. Unfortunately this is his first mission and the strain's showing.

Bishop: Executive Officer.
An android, faster than any human and dependable.

ENS



Face Huggers and Eggs.

Moving the crew members around is easy. You simply line up the gun sights on a door and hit the space bar. If there's no door then your character won't move.

As well as moving crew members through doors you can also instruct them to move N.S.E or W. But the command has to be followed up with a number between 1–9. This tells your character how many rooms to move through. If they reach a dead end they will stop. Once you've commanded one member of your team you can go away and talk to another, leaving the first to carry out your orders.

If you blast an Alien and don't kill it then boy are YOU in big trouble! A wounded alien is bad news. Remember at all costs to avoid the Alien blood which consists of a powerful organic acid which can eat through almost anything. If there's any blood in front of a door don't try to get through it.

You can seal areas of the base off by shooting out the lock mechanisms. Only a Queen or a group of Alien Warriors will be able to break through. Alien Warriors can also move around outside the base so a sealed door may not be much help to you. If you try to move outside then the poisonous atmosphere of Archeron will quickly kill your teamsters.

A member of the crew may be captured by Aliens if they do not fight back. They will be moved and will then be impregnated with an Alien Embryo. If you are able to reach them before they are impregnated you may be able to save them by killing the Aliens that have captured them.

If they have been impregnated then you will have to kill them. If a crew person has been impregnated, or is dead, then their picture will be replaced by the picture of an Alien. Their helmet video cameras will continue to function until they are dead. You will be unable to control a captured crew person.

DATA READOUT . . .
SPECIAL ROOMS . . .

The Armoury

You may top up your ammunition here

The Control Room

If you do not keep back the Bio-Mechanoid growths that are coming through from the ducts then the lighting in the base will fail

The Generating Room

Similarly in this room you must keep the walls free of growths or else the power and lighting will fail.

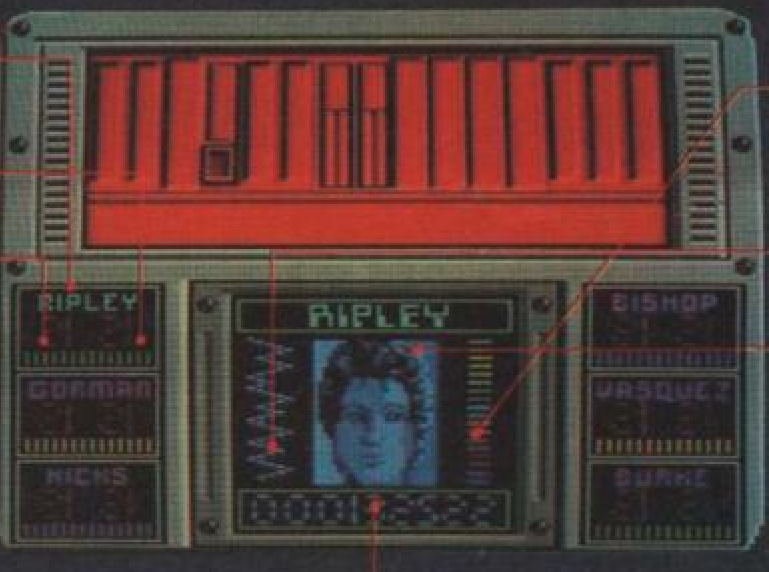
The Queen's Chamber

This is where the Queen lays her Eggs. Also contained in this chamber is the Bimech Device. You may collect this by running over it. The next time you fire your Smart Gun the Bimech Device will be activated and the next ten rooms you enter will be free of Bio-Mechanoid growths. Once used, the Bimech Device decomposes and vanishes. It will then be replaced by another one in the Queen's Chamber.

Exits from the Base

Aliens may bypass the corridors by walking around outside the Base Complex and entering through a doorway to the outside. If you walk outside the Base you will be rapidly poisoned by the atmosphere .

To take a break from the action you can pause the game. The armoured vehicles blast screens will shut down and you'll see a status readout including stuff like the number of Alien Queens you have eliminated, the number of Face Huggers and Eggs you've destroyed and the number of the attack wave you've reached. This screen also appears between attack waves.



- Name of crew person. This will flash (or turn another colour) if an Alien Queen or Warrior is in the same room as the crew person.
- Amount of ammunition left.
- Number of rooms crewperson currently occupies.
- Score.

- Bio-monitor:
  Green = Healthy
  Yellow = Tired/Captured
  Red = Injured/Impregnated
  Blue or Black = Dead
- Bio-functions of selected crew person.
- Picture of selected cre person.

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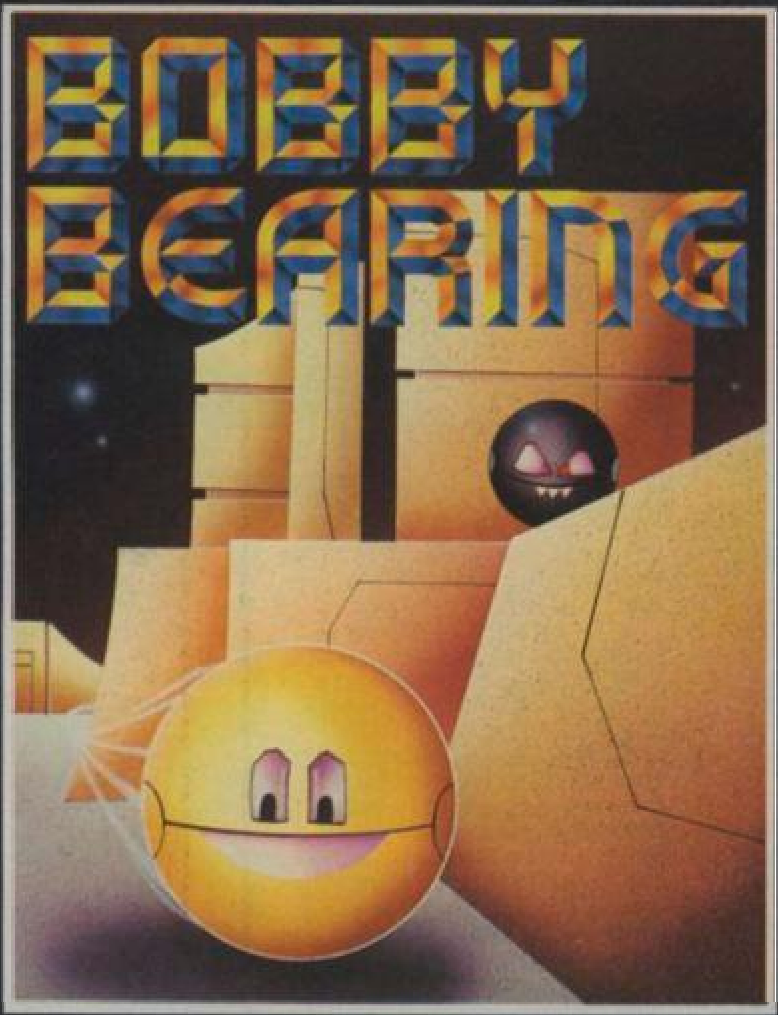
The Edge...do you have it?



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C&VG Game of the Month August 1986.

MEGAGAME

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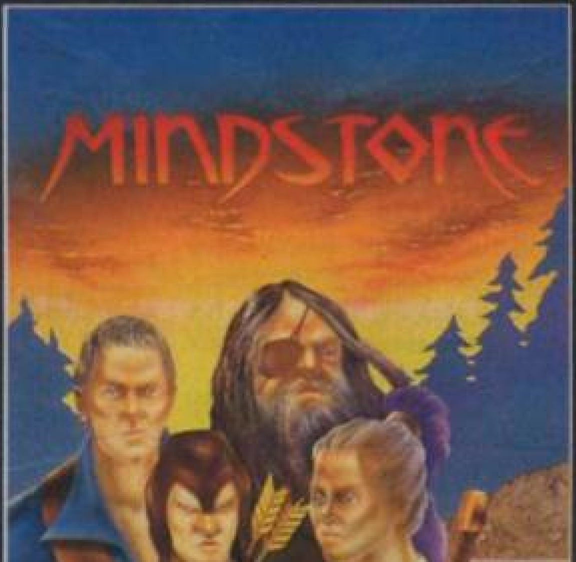
ZX Computing August 1986.

GAME OF THE MONTH C+VG



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THE EDGE

Spectrum

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coming soon.

GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.

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"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

C+VG'S REVIEW TEAM

LESLY WALKER: Lesly brings a gentle touch to the C+VG review team. She enjoys GOOD games, whatever they are. But nothing has really come close to her favourite game Sorcery — yet anyway. . .

TIM METCALFE: The veteran Ed has been around with C+VG almost since it started and as he's getting on a bit now likes to do more restful things like basket weaving. But he has been known to get stuck into a good shoot-'em-up. Generally it's the more leisurely games like flight-sims and such like. Leaving the more strenuous stuff to the rest of the team. Typical. . .

NICKY TREVETT: The mysterious Nicky reviews Beeb games from her country retreat in Hertfordshire. An enigmatic figure Nicky is another arcade adventure fan — but does enjoy a bit of martial artistry from time to time.

JIM DOUGLAS: Jim "Crockett" Douglas is first and foremost an adventure person — but he is also a fan of arcade adventures the BBC, and extremely trendy clothes. Jim is a wordsmith who writes reviews so sharp you could cut yourself on them.

PAUL BOUGHTON: C+VG's smooth, sauve and sophisticated deputy ed is well known for his joystick skills. Paul is a sporty type and enjoys all those sport simulations which require you to totally destroy the stick. Which he does. Frequently.

CHRIS CAIN: Our junior joystick jockey Chris "Odduns" Cain likes nothing better than an arcade adventure or a good shot-'em-up between munching packets of dodgy crisps. The Commodore is his favourite machine — but he has been known to actually touch an Amstrad.

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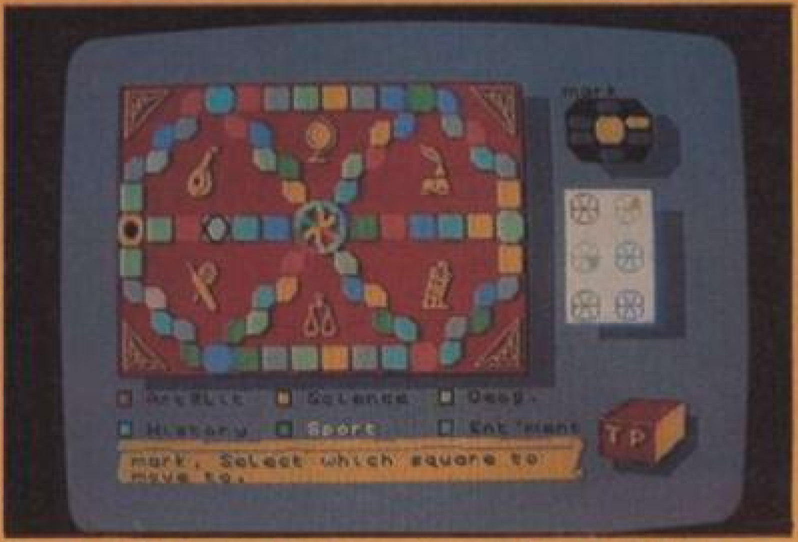


mark, Select which square to move to.

They said it couldn't be done. But Domark has done it! Turned the world's best board game into an entertaining computer challenge. If you've been hiding your head under a stone for the last few years you won't know that *Trivial Pursuit* has sold almost 70 million copies in board game form worldwide and entertained at least twice that number of people who enjoy answering totally trivial questions.

Domark's version, programmed by the Oxford based ODE team, follows closely the spirit of the original. But it uses the capabilities of the machine to present more titillating trivial questions in a way the inventors of the board game never dreamt of. There are pictures using computer graphics — and sound questions, too.

The game has a host. A little chap called *TP*. And the game takes place in the study of his luxurious Oxford home.

Everything he needs to test your knowledge is there — a screen to project graphic questions, a hi-fi to play the tunes and all the best reference books. He also gets to wear a different hat for each different question category — a crown for history, a beret for art and a mortar board for science.

The game begins with the set up screen which allows you to enter the names of the players — up to six — load new questions, turn the sound effects on/off, set a time limit for answers — and even turn old *TP* on and off if he irritates you!

Then it's on to the board screen where *TP* throws a dart in place of the dice to get you moving. If you turn him off, the numbers on the board flash rapidly acting like a dice until you hit the fire button.

Once you've thrown, you can select which of the six categories you want to answer a question from. Once you've done that, *TP* wanders off to his study where he ask you the question. The timer is represented by a candle on a shelf. If you've got the timer on, it burns down. *TP* also walks around impatiently tapping his foot. . .

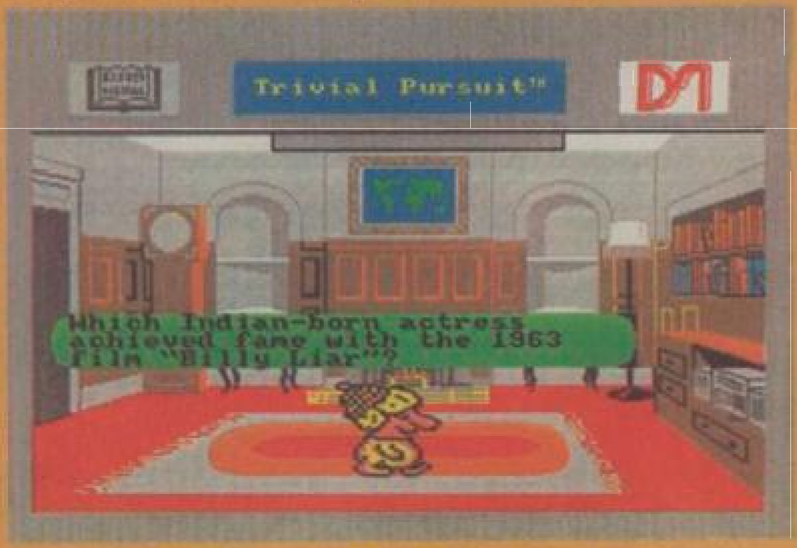
You have to say your answer out loud for everyone to hear before pressing the fire button. *TP* then gives you the correct answer and you have to tell the computer if you were right or wrong. No cheating please! Then it's back to the board screen for another go.

The computer keeps track of how many questions you have answered, how many you've got right, and in which category. This is another thing the board game can't do for you. Give an indication of what areas you're really smart at!

Your ratings appear in bar graph form and you can call them up at the beginning or end of any turn from the board screen.

All the questions you've come to expect from *Trivial Pursuit* are included. They also include a number of computer game related questions. Like what do the intitials J.S.W. stand for. Betcha can't guess that one!

The sound questions are a bit tricky on the Spectrum version — you have to strain your ears to hear — but they are fun. Especially when the tune is played backwards!



Which Indian-born actress achieved fame with the 1963 film "Billy Liar"?

The best thing about the game is that you can play with a whole bunch of people. No longer do computer games have to be solitary pastimes. And it means the game really captures the *TP* spirit.

Another good feature is that you can enter a new player who comes along after you've started a game. Simply go back to the main menu screen and enter his or her name and you're away.

ODE have developed an amazing new multi-load system which means one tape can be used to load question modules into any computer. This means that they can be continually updated.

Domark will be issuing a Young Players Edition, and a Baby Boomer Edition. But the system means that the game could go on forever adding new modules.

Trivial Pursuit on computer is as much fun to play as the original — and the graphics and sound add a whole new dimension. *TP* will make a far from trivial addition to your games collection.

Tim

C+VG HIT!

- **Graphics** 9
- **Sound** 9
- **Value** 9
- **Playability** 10

DAN DARE

- **Machine:** C64/128
- **Supplier:** Virgin
- **Price:** £9.95

Now as I said last issue, *Dan Dare* on the 64 is a totally different game from the Spectrum/Amstrad versions. But fear not, it's just as good, in fact it may be better.

In case you didn't read last month's review (why not?) here is the basic storyline. Dan is about to receive awards for his various brave acts during the last few years when the Mekon (Yes, that little green one) shows up on everybody's telly demanding control of the earth and a packet of choccy biscuits.

Anyway, being a superdooper hero, Dan can't let the Earth fall under control of the Mekon and he sets out with his friends, who are Digby, Prof Peabody, and Digby's alien pet Stripy, to save the world.

First off, Dan thinks it would be a good idea if the friends split into groups to cover more ground. Off he trots with Stripy, and Digby goes with the Prof.

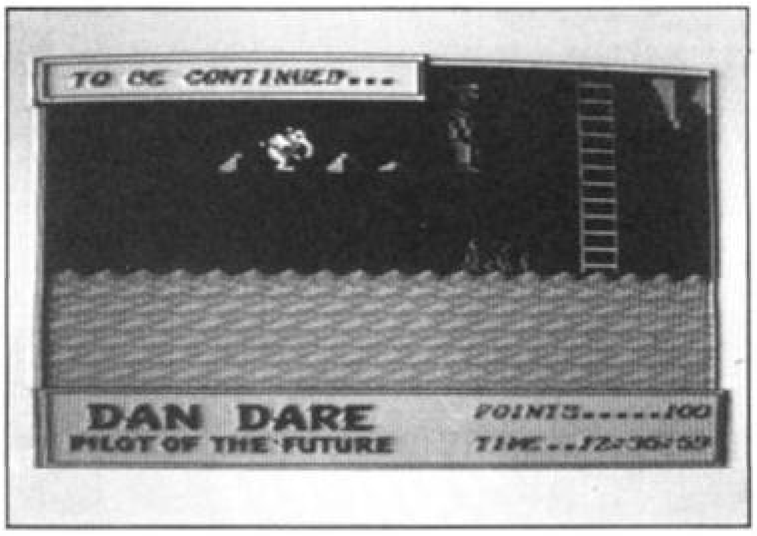
Just when Dan gets round the corner, he sees the others get captured by the Treens, who are the Mekon's helpers, and now he must rescue them, as well as saving the world. What a day this is going to be!

The game is best thought of as having four sections. These are One: Above Ground, where Dan must find a way into the underground city. Two: The Prison Complex, which is where Dan's chums are being held. Three: The Laser. Dan must use the laser to destroy the computers controlling the asteroid. Finally four: The Mekon. Dan must destroy the Mekon's dome.

Above ground Dan must solve various puzzles in order to find an entrance to the City. There is more than one entrance and Dan need only find one to get in. But he must find the others to complete the game with 100 per cent.

The puzzles include an electrified hatch which Dan must open, and he also has to work out a way to breathe under water.

Before I go on, I'd like to tell you about the control method. Normal left/right/up/down controls are just plain and simple, but selecting actions is a real joy. When a caption appears on the screen it will be in one of four colours. If it is red, it will say something like: "A Treen is nearby," and you must try to avoid him or, for the more rough type, you can challenge him to a bout of fisticuffs.



If the caption is either cyan or green, it will display a message that is relevant to the situation at that time. To make it a little clearer, if you are standing on a hatch it will say: "Dan has found a hatch."

Now if you decide to do something with this hatch, you can select various options with the stick and then choose the one you want.

The only caption left is white, which tells you the outcome of your actions. Now, back to the game.

The next part is the prison. Here Dan runs up and down ladders, in and out of doors and has the odd punch up with a Treen or two.

Dan must get pass cards and use them to open the prison doors to get his friends out.

The laser is all set to fire and if Dan hits the button it will do so, but if Dan looks further he will see reflectors in other parts of the complex and using them he can guide the laser's path and use it to destroy the control computers. Here Dan will find the Mekon!

The Mekon sits in his large dome, all ready to kill Dan by firing energy bolts at him, so using his grenades Dan must destroy the enemy and get back to his ship with his friends. Will he do it? Only you can decide . . .

One thing that makes the game a little difficult is Dan will not leave without his buddies. You must rescue them to get out alive.

The screen graphics of all locations are excellent. They look like cartoon backdrops and the characters are very good too. Stripy leaps about doing his own version of the *Impossible Mission* somersault and he makes a weird sort of sound which, although good, can get on your nerves at times.

The sound is fairly poor though apart from a small jingle at the beginning which is repeated when you pause the game.

Of course no arcade adventure could be complete without a timer, so your mission ends at 1300 hours, and you start at 1200!

Dan Dare is a super-cool game which deserves all the credit it gets! Well done Virgin.

Chris

C+VG HIT!

- ***Graphics*** 9
- **Sound** 7
- **Value** 9
- **Playability** 9

1942

- **Machine:** Spectrum
- **supplier:** Elite
- **Price:** £7.95

Who says the 64 has all the best shoot-'em-ups? Hot on the heels of *Paperboy* comes Elite's version of the Capcom arcade game, *1942*.

1942 is a sort of airbourne *Commando*. You're flying a twin-tailed fighter over enemy territory shooting down anything that strays across your path.

The enemy sends several sorts of aircraft after you — all of them have kamikaze tendencies — so watch out and don't let them get too close.

There're blue aircraft which are relatively easy to dispose of. Black fighters are slightly tougher. They can fire and fly rings around you! Collisions are, of course, fatal to you, and you only have four lives to complete an amazing 32 levels!

Red fighters are the ones to watch out for. A red squadron carries one of the useful POW capsules which, when collected, gives your fighter extra capabilities. They can boost your firepower or act like SMART bombs, destroying all the enemy aircraft near you when you pick them up.

You are flying from an aircraft carrier and you land back on board ship after completing a level where you get a chance for a breather and earn a big bonus.

This is an extremely satisfying and very playable bit of arcade action.

Tim

- **Graphics** 7
- **Sound** 7
- **Value** 8
- **Playability** 9

GO FOR GOLD

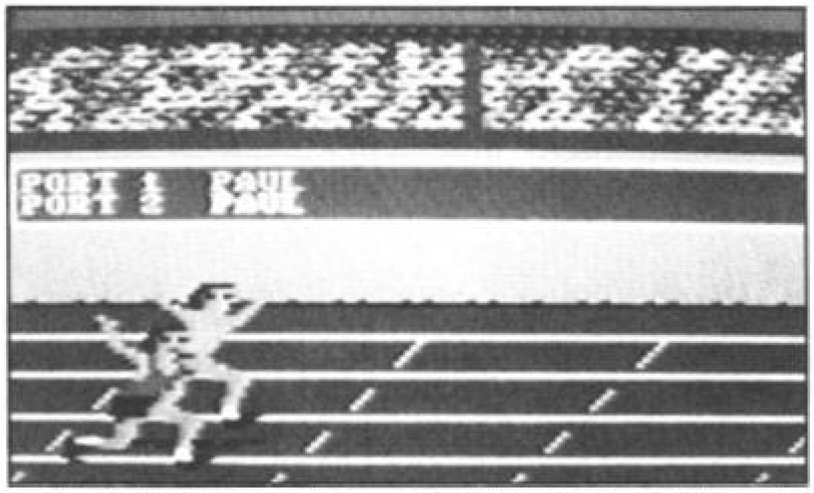
- **Machine:** C64
- **Supplier:** Americana
- **Price:** £4.99 (disc)

Go for Gold must be the billionth sports simulation to hop, skip and jump into the C+VG offices this month.

This game has six events: Springboard Diving, 100 Metre Sprint, 110 Hurdles, Archery, Long jump and Weight Lifting.

It's out onto the diving board, then, for an energetic bout of air-to-sea flight. You can choose which sort of dive is most suited to your own particular abilities. According to the instructions, the judges in this event are pretty useless, and you can achieve a good score by other methods than merely a good dive . . .

Next up is the 100 Metre Sprint. This event is pretty straightforward, as all you have to do is bash the joystick left and right faster than your opponent in order to win.



110 Hurdles is next on the disc, and is great fun! It's 100 sprint all over again, except it's ten metres longer, and there are large wooden things in the middle of the track which you must jump over. Movement is left and right with the joystick, and up and right at the same time to jump a hurdle. It is possible to run straight through the obstacles — providing you have the strength to keep up momentum.

Archery comes next, and jolly interesting it is too! You are given a view down your own arm, and through the sight of the bow. You must draw back the arrow, and endeavour to hold it steady while the wind gives you no end of trouble. You are lined up against a handful of targets at varying distances, and must release your arrow at exactly the right moment.

The penultimate event is the Long Jump, in which your little character must run hell-for-leather down a cinder track, before hurling himself into the air. More left right, left right movement in this event.

Finally comes the weightlifting. You have to take a few pauses here, while the 25kg (at the beginning) weight sways around in your hands.

Go for Gold is quite a nice version of the tried and tested "sports" simulations.

Jim

● Graphics	7
● Sound	6
● Value	8
● Playability	8

SHORTSSHORTSSHORTS

EL TORO

- **Machine:** Spectrum
- **Supplier:** US Gold/Americana
- **Price:** £2.99

A sick "sport" becomes a sick "game" thanks to the Spanish Dinamic programming people. They've taken their national pastime of butchering bulls in public and turned it into the nastiest bit of "software" I've seen for some time.

Just like the real thing the idea of the game is to get your little matador to butcher the bull in the most "artistic" manner possible.

The people who created this game ought to have THEIR ears chopped off — and US Gold ought to be ashamed of themselves actually releasing it.

If you see this on the shelves of your local computer store get them to take it off and put it where it belongs. In the bin. It's a crude and barbaric game that should never have been released.

Tim

● Graphics	0
● Sound	0
● Value	less than 0
● Playability	0

OLYMPIAD '86

- **Machine:** Spectrum
- **Supplier:** Atlantis
- **Price:** £1.99

Olympiad '86 is a brave attempt at a budget Decathlon-style game which doesn't quite come off.

It nicely presented with a good scorechart and instructions for each of the five events on screen before the event begins — but the controls for the events leave a lot to be desired.

For example on the sprint and weight lifting events you have to wait until the whizzing "hand" on a clock-like powermeter lines up with an arrow at the top of the clock before hitting the "action" keys.

Quite why the programmers didn't simply use the tried and trusted two keys being hammered at once method to get things going I don't know. This spoils what otherwise could have been a good budget offering. As it stands *Olympiad '86* lacks a lot in the playability stakes and misses out on a medal in any event.

Tim

● Graphics	5
● Sound	4
● Value	4
● Playability	4

THINGY AND THE DOOODAHS

- **Machine:** Spectrum
- **Supplier:** US Gold/Americana
- **Price:** £2.99

Thingy and the Doodahs is one of the best of the bunch of new Americana budget releases for the Spectrum from US Gold. The game is a pretty basic dash-about-the-maze-collecting-objects-and avoiding-nasties game. You've seen it all before — but the game is at least playable.

Thingy is a wally — not one of THE Wally's you understand — just a bit of a berk who has broken his Spectrum. He sets out to collect the £60 he needs to buy a new one, chased by all sorts of refugees from *Jet Set Willy's* mansion.

Thingy will keep your interest for a couple of hours — but I reckon that it's about £1 too expensive even so.

The graphics are very basic and so is the sound. Save your money for a better budget game.

Tim

● Graphics	3
● Sound	3
● Value	5
● Playability	5

SCRIZAM

- **Machine:** Spectrum
- **Supplier:** US Gold/Americana
- **Price:** £2.99

More stuff from the Spanish Dinamic team has arrived in the shape of a space age cavalier on a quest to free a beautiful princess from a bunch of 'orrible aliens.

Armed only with a sword he plunges into the passages of the enemy fortress and more often than not comes a cropper in the first couple of seconds.

This game looks as if someone hadn't quite finished the fine tuning before it was released. Enemies come at you so impossibly quickly that your three lives are used up in a matter of seconds — however long you persevere trying to get into the game.

And looking at the pictures on the cassette inlay it looks as if the person who was taking them didn't get any further into the game than me. The main screen shot shows the central character getting speared by an enemy — which happens with frustrating regularity.

Tim

● Graphics	5
● Sound	5
● Value	3
● Playability	1

SHORTSSHORTSSHORTS

ROLLING THUNDER – IT'S ALLEYKAT!

Take up the challenge and ride the wheel of death. . . you'll have two things on your side – lightning speed and heavy firepower – but to blast your way through the 32 events on the space race calendar you'll need cash, skill and nerves of steel. . . will yours be the new name on the trophy?

Another fantastic and visually stunning game by Andrew Braybrook, author of Paradroid and Uridium.

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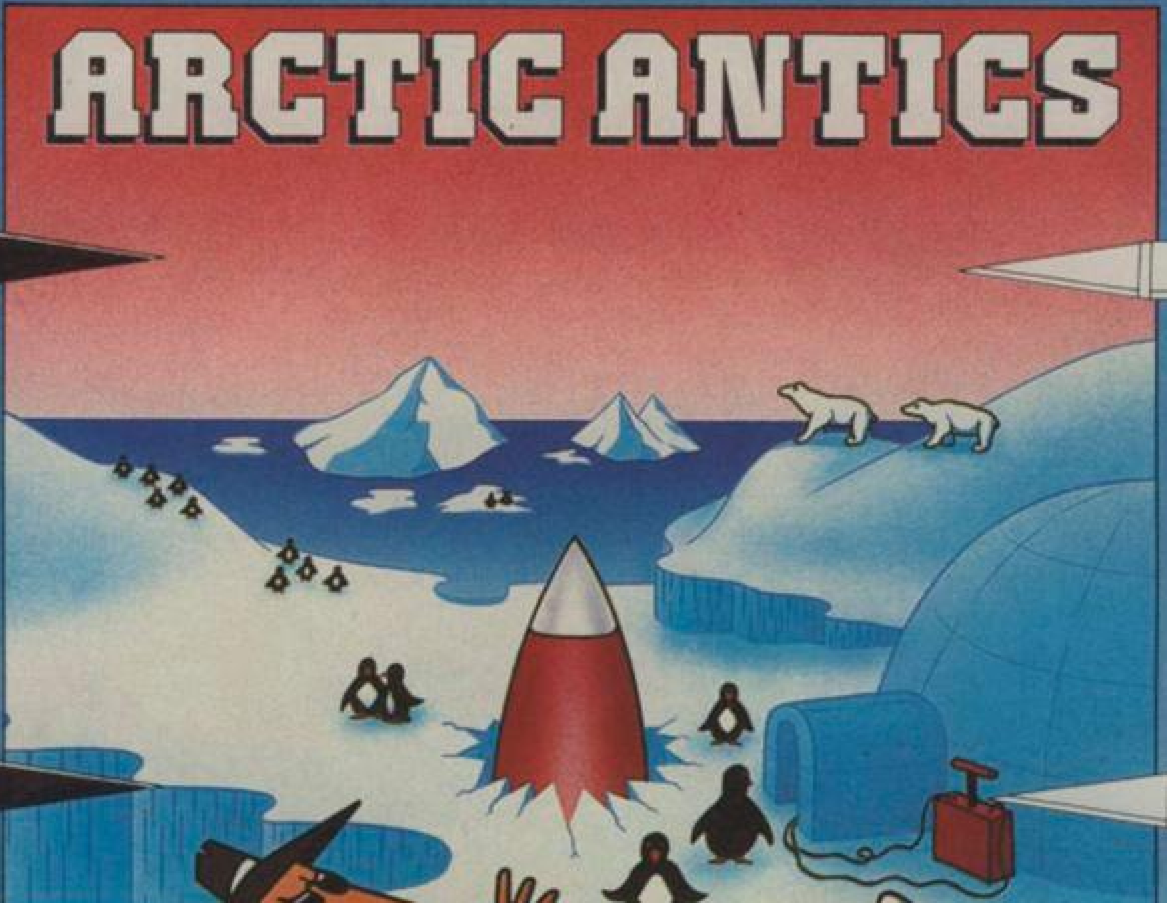
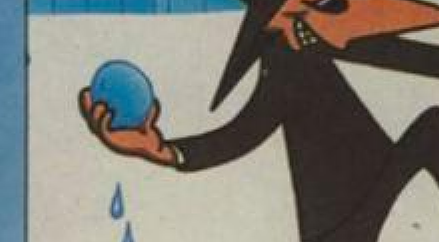
SPY VS SPY™

ARCTIC ANTICS

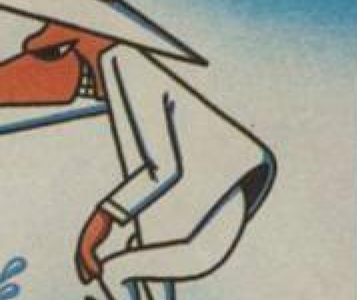




Spy Vs Spy the Arctic Antics takes place in the wintry conditions of the Arctic complete with igloos, polar bears, penguins, snow blizzards and other natural hazards. Your mission is to find a space helmet, navigation chart, uranium cube and the "master carrier". Once you have recovered all these items you can enter your rocket and head for outerspace.

GAME ELEMENTS
Booby trapped ice, snowball fights, water buckets, snow shoes, saws, TNT, ice slicks, drifting snow, deadly icicles.

PROGRAM FEATURES
Full scrolling screens, Real Time Animation, Simulvision – both players active at the same time. Booby trap construction, Joystick or keyboard One or Two player option and for the first time in the Spy series there is Interiors and Exteriors, where Spies can enter igloos.



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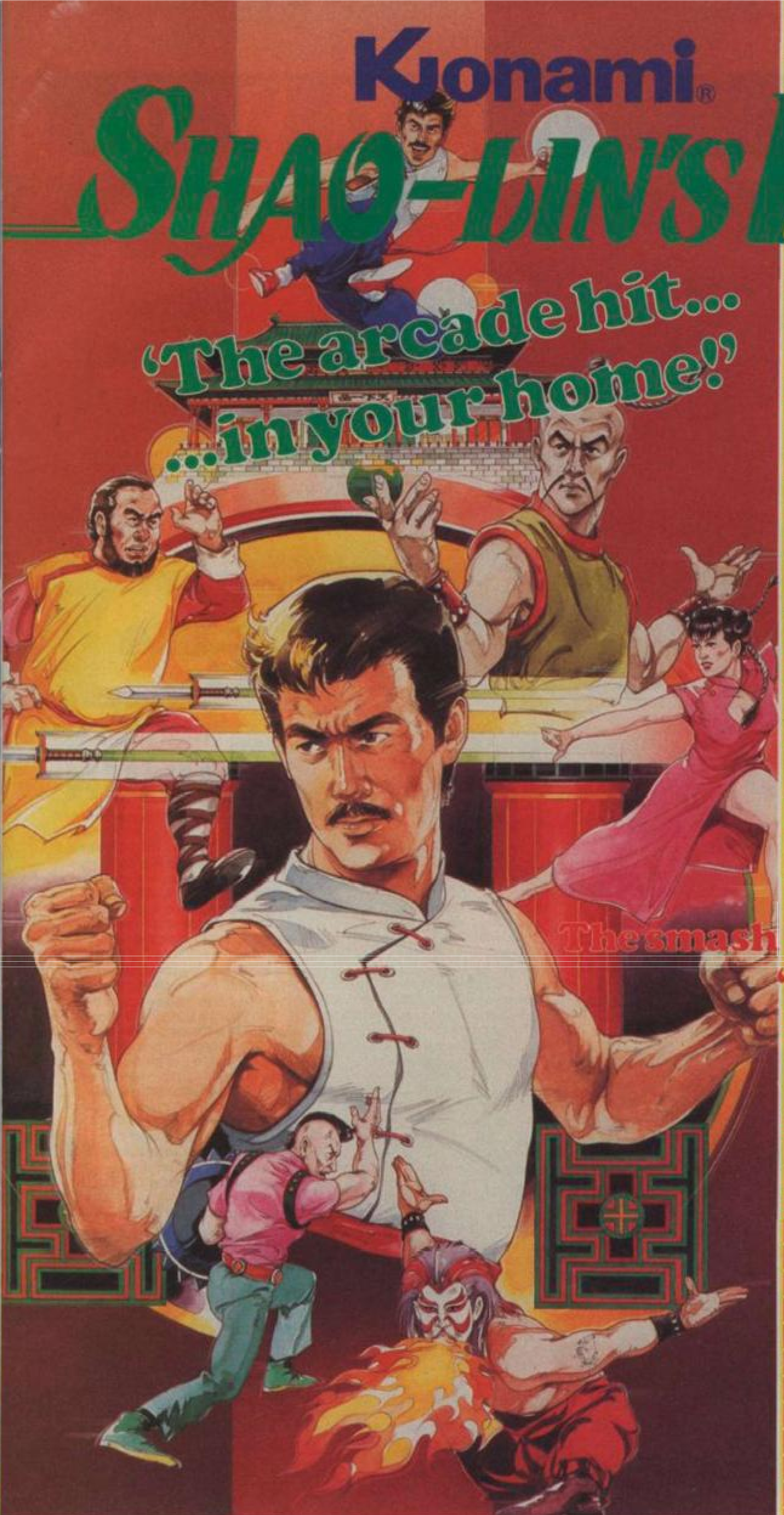
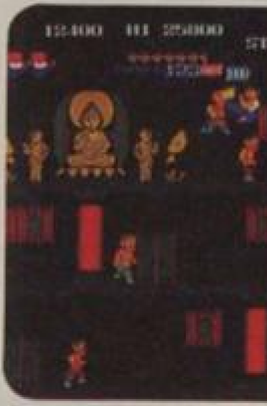
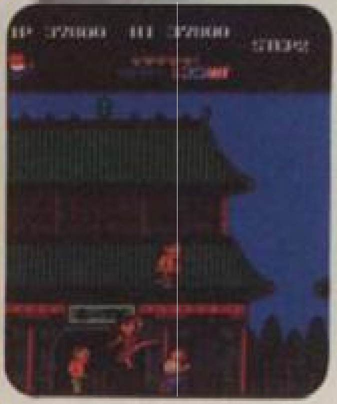

'The arcade hit...
...in your home!'

Screen shots from arcade version – home micro versions may differ.

The smash hit follow up to 'Yie Ar Kung-Fu'

Spectrum
Commodore 64
and
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coming soon.

Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!

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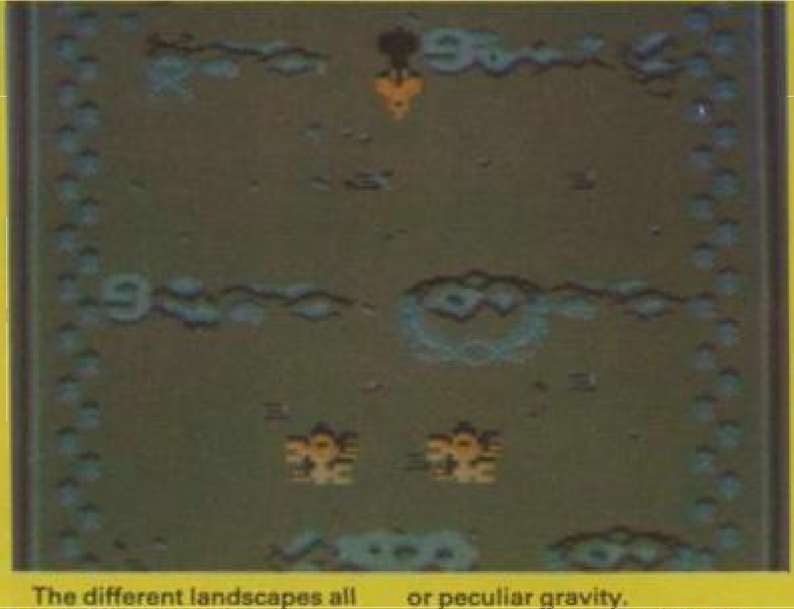
ALLEYKAT

- **Machine:** C64
- **Supplier:** Hewson
- **Price:** £8.95/£12.95 disc



Andrew Braybrook's latest game, *Alleykat*, looks set to be every-bit as popular as *Uridium*.

The game takes place in a futuristic world, where all that seems to matter is that you become the top racing pilot in the Alleykat trials.

What probably saves the game from a terminally short life-span is the way in which you can vary the aim of the game. As well as choosing the type of landscape on which you race, you can decide if you want to try your hand at endurance, demolition, speed trials, dodgem or random games.

Each of these allows you to amass points by different means. Demolition is reasonably straightforward. Basically, you must destroy anything in sight with your laser guns. In the Speed Trial, you must travel at full velocity all the way.

The different landscapes all have different properties. Arboris is mainly a forestation. Lots of things to shoot. There are also Aquadromes which are made up of pools. Then there is Hardwall, Grafico, Shatter-rock and Technorame. All have their own snags; whether it be amazingly tough construction, or peculiar gravity.

Your craft, the Speeder, is pretty nippy too. It's got a very handy laser cannon with which you can destroy just about anything if you hit it enough times. You can zoom left and right, picking up the energy boosters as you go. Yo can also accelerate and decelerate, loop the loop and even metamorphose into another craft.

The graphics and sounds are up to *Uridium* standard. The screen scrolls from top to bottom, and your Speeder — although small — is very well ainimated. Apparently, you are lucky enough to have "45 degree viewpoint with the light perpendicular to the Speeder shadow." So there . . .

There are a couple of special features which 128 owners will be able to use. You get more bullets, more Katterkillers (your biggest problem) and extra craft.

Alleykat is a cracking game. There is detail, speedy gameplay, and enough depth to keep you coming back for more.

If you liked *Uridium* then *Alleykat's* the next game for you.

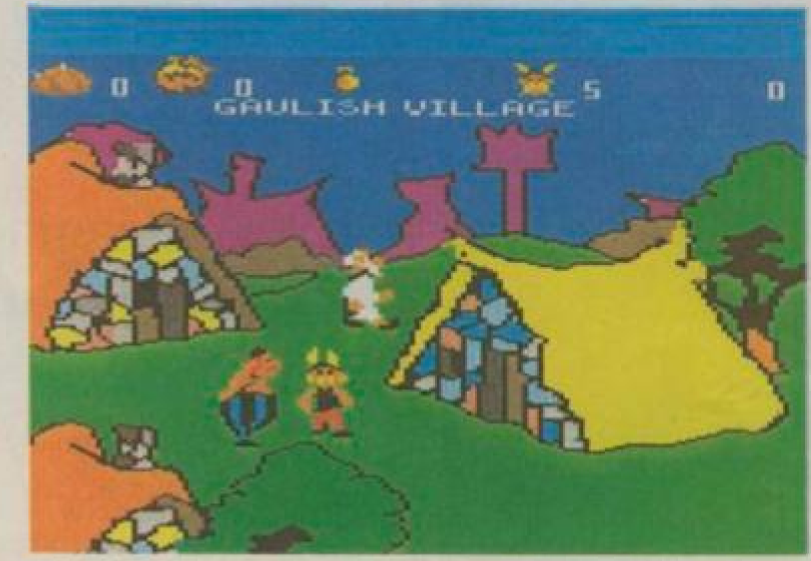
Jim

● **Graphics**	8
● **Sound**	7
● **Value**	8
● **Playability**	8

ASTERIX AND THE MAGIC CAULDRON

- **Machine:** C64/128
- **Supplier:** Melbourne House
- **Price:** £9.95

Those with good memories may well remember this game being talked about ages ago. I, a true *Asterix* fan for ages, have played this game for weeks, hoping that the excitement of being one of my heroes would pull me into the game, but alas no luck. Anyway, here's the storyline.



Everyone was queuing up for their ration of Getafix's magic strength potion. Who should be next in line but Obelix. Obelix, for the unenlightened, is Asterix's best friend and he's very strong. His strength is derived from the fact that he fell into Getafix's cauldron at birth, and the super strength potion had a permanent effect.

Obelix is just about to take some of the potion when Getafix grabs the ladel and says: "You can't have any, you don't need it." And reminds him why. Becoming upset, Obelix kicks the cauldron and, to everyone's horror, it shatters into pieces.

"What have you done," shouts Vitalstatistix, Chief of the druids. "We won't be able to hold up much longer against the Romans without the potion."

Suddenly, Asterix appears, calms ol' Vital down, and starts a search for the pieces of cauldron, taking Obelix with him.

Having found one piece already, Getafix recovers enough potion for one and gives it to Asterix to take on his quest. So begins the game.

You control Asterix. Obelix follows close behind. You walk around various screens looking for the pieces.

Walking around will instantly introduce you to one of the annoying features in the game. This is the fact that the screens, although very good graphically, take an enormous amount of time to draw.

Having got over this, I wandered around and found myself in a Roman camp. Camp Compendium to be precise. It was here that I had my very first fight with a Roman guard, which is another feature which should have been developed a bit more.

Fighting consists of Asterix and opponent enlarged in a window at the top of the screen. The opponents face each other, fists at the ready. I say fists, but the Roman will have a large stick which he will quite frequently bash you over the head with. What a nice chap.

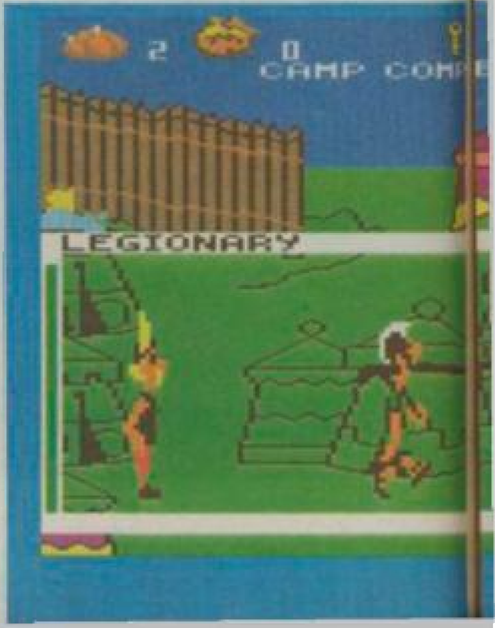
Moving the joystick left and right with the fire button held down will cause Asterix to punch in that direction, and you may also jump and duck to avoid an early retirement.

Fighting doesn't usually last for very long, and the most common result is Roman 1 — Asterix 0.

If by some miracle you do win, you gain nothing and just continue with the game. The large window also appears if you fight a wild boar. You need to kill them for food. Although it's usually the boar who gets a bite for his supper.

During my travels I was locked in a dungeon, which I quickly escaped from, only to find myself in the gladiator's ring facing a large — and I mean large — gladiator who was mean and angry.

Thinking things like "Oh, my God," or something to that effect, I quickly drank the potion given to me by Getafix. I became super strong and with three blows I sent the weapon wielding creature back to hell. I



presumed it came from there.

On escaping I found a piece of cauldron, followed by another and another. Things were starting to go right. After many more fights, lengthy walks and hard searches I had discovered five or six peices of the cauldron.

Just when I was feeling so pleased with myself, a legionnaire kindly rearranged my bodily structure and the game came to an end.

On playing the game several more times, I found I couldn't get as far as before, which seemed quite strange.

Asterix is good graphically, it has great music and a good storyline — the only thing it lacks is playability. Even devoted Asterix fans like me will get pretty bored with the game after only a few goes. What a shame . . .

Chris

● Graphics	9
● Sound	8
● Value	6
● Playability	5

MPENDIUM
4
495

DRUID

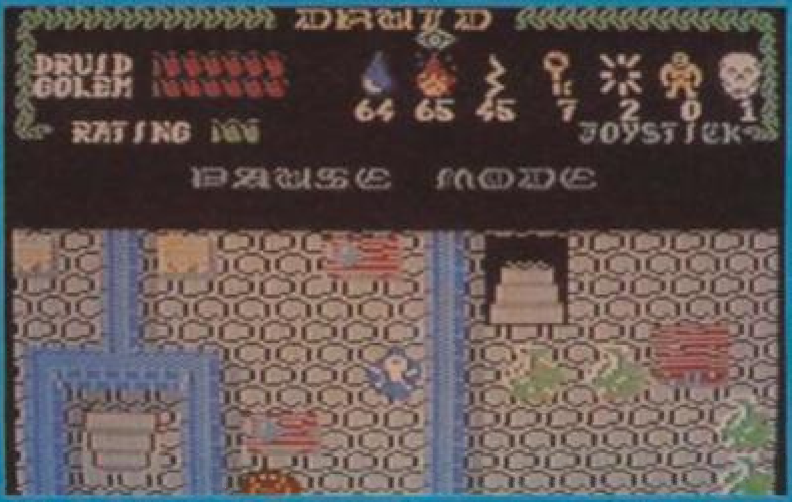
- **Machine:** C64/128
- **Supplier:** Firebird
- **Price:**

Firebird claim that the game is not a *Gauntlet* rip-off — so we'll have to believe them.

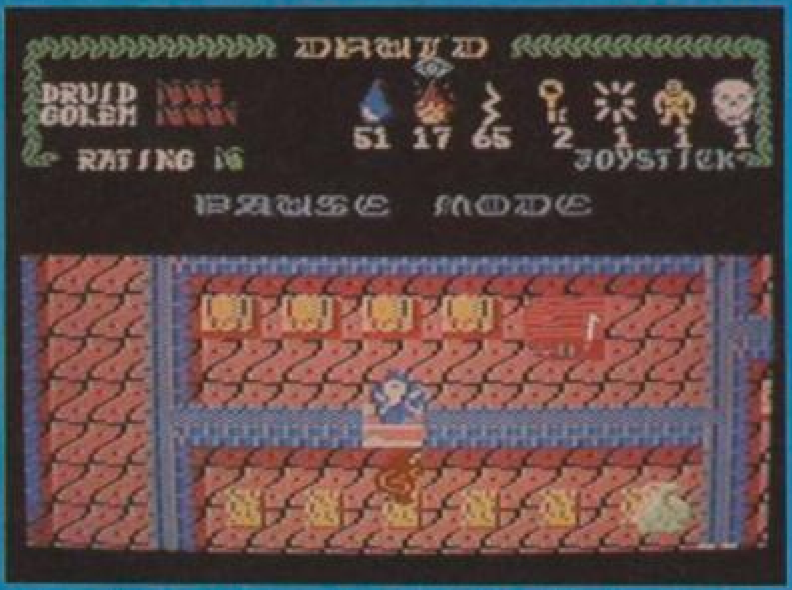
The aim of *Druid* is this: As the last Druid in the world you must set about destroying four skulls which form a chain of evil around the land. Or something like that. To destroy a skull you must use the Chaos Spell, which is one of the many spells you must find in order to complete your quest.

Now, you remember that I mentioned that this game could have two players, who play at the same time. People seem to be treating this theory as revolutionary, but I myself remember gmes such as *Bruce Lee* and *Spy vs Spy* which did the same thing ages ago. So much for the new ideas.

The second player comes in the form of a Golem spell. This spell will create a huge monster, a Golem, which can be controlled by a second player.



This creature is used as protection for the Druid, as it kills ghosts, slime and demons with a single touch. This allows the Druid to save his energy.



But before you get to enthusiastic about the Golem, it's not indestructible. Every time it kills something it loses energy.

Do not fret single joystick owners, as the Golem can also be controlled by player one using the Commodore key. Pressing this will select one of three commands which the Golem will carry out instantly.

These commands are Wait (obvious), Follow (even more obvious) and Send (send the Golem in the Direction the Druid is facing).

The layout is a general *Gauntlet* style maze, but it has chests which the Druid must open and choose a spell from.

These spells include more Druid weaponry, in the shape of Fire, Water, and Electricity spells, keys — you must take the key from the first chest to be able to do level two. If you can manage to get all the way through the first level, that is.

Once a level has been cleared of all its chests and skulls you must make for the exit and get to the next dungeon/maze.

The first screen is a little boring, it is a sort of forest, but the levels inside are much more like the arcade classic. On his quest the Druid will be attacked by a horde of creatures, including demons, slime, ghosts, skeletons and wraiths (which look like Druids, only black).

He must choose his weapon, gather strength and fight to the death.

Unfortunately, not all weapons are that effective on different creatures. Fire kills beetles with one blast, but you must use three shots to kill a Demon.

Now onto important things, like control. The Druid is controlled by joystick, with eight directional movement and fire button activated weapons.

The Golem is very difficult to control in a one player game, so you may not see his real use until you have a friend round. Walking up and down the maze is fine, but the doors are sometimes a bit tricky to get into.

The Druid has energy, which must be topped up to keep him alive, I don't think you get enough energy, although Firebird's Tom Watson argues that the amount is just right.

When the Druid gets attacked, his energy will deplete rapidly. To recharge with magical power you must stand on a holy pentacle which will spin and recharge you.

When you reach a skull, you may be presented with a problem. To kill it you must use a chaos spell, but you have to be standing next to the nasty thing. The problem is the skull has incredibly bad breath which kills a Druid after about 50 sniffs.

What do you do? Try this. Use the Golem as a shield, and walk up to the skull's mouth. When you get there, step aside and get next to it. The skull will be distracted by the Golem giving you time to cast a chaos spell and dispose of it.

When you have died, or completed the game (Ha!) you will be presented with a rating, a bit like *Elite*. The lowest is Halfwit, which speaks for itself. Moving up, you get Apprentice, Acolyte, Seer (my best so far), Sprite Master and so forth until you reach the ultimate title, C+VG reviewer!, otherwise known as Light Master.

The graphics are not stunning, but they do look good, in a strange *Gauntlet* sort of way. The sound is quite good with a nice noise when the Druid walks, and a lovely lightning sound when you cast a chaos spell. But the music at the start is a bit on the naff side.

I say *Druid* is great, and those of you who like *Gauntlet* can have real fun without putting pounds into the arcade machines. Me, I'll wait for the official *Gauntlet*.

Chris

● Graphics	7
● Sound	7
● Value	8
● Playability	9

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DROIDS

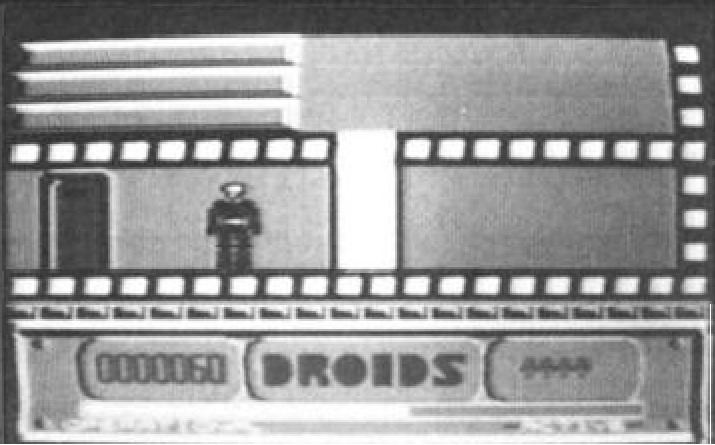
● Machine: CBM 64
● Supplier: Anglosoft
● Price: £7.95 cassette/£9.95 disc

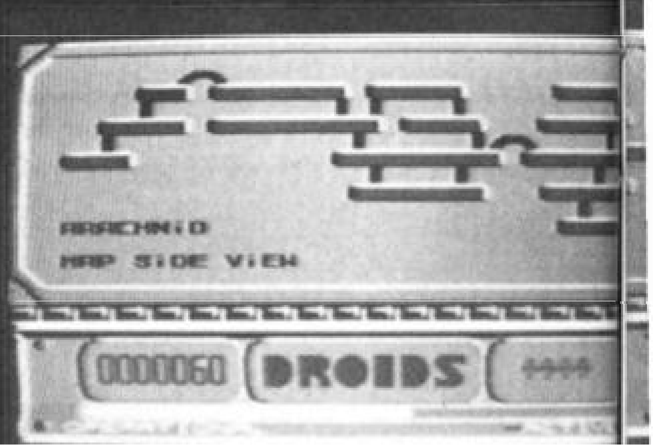
Edward is such a nice friendly name, don't you think? So it's very hard to treat anyone — or thing — called Edward as your deadly enemy.

But in *Droids* there's no time for sentimentality about the Environmental Defence Warden which is controlling a new prototype space warship called Arachnid.

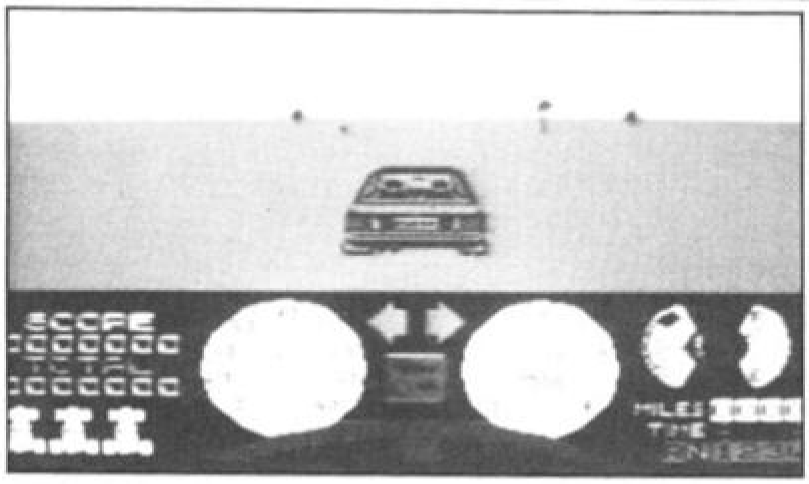
Contact has been lost with the ship following a massive solar flare. The Intergalactic Law Enforcement Agency (ILEA) fears that all transmitters and receivers on the ship have been destroyed. The fear is that Edward thinks the ship has been attacked and has switched to defence mode — meaning it will destroy anything within range of its weapons.

And within 24 hours the





NIGHTMARE RALLY



● Machine: Spectrum
● Supplier: Ocean
● Price: £8.95

This is a racing game with a difference. It has some odd mystical overtones which add a bit of originality to what otherwise could simply be an average driving challenge.

You are in control of a super rally car and your aim is to complete all the stages of the strange *Nightmare Rally* by reaching the target score for each stage without destroying your car.

You get three to start with. Damage is indicated by the "lives" icon changing colour. Red spells imminent danger, of course!

You can drive a manual or automatic car — auto is better to start with as it's one less thing to worry about when you're learning how to play.

Each stage is packed with obstacles — some dangerous some useful. Picking up Psi symbols dotted around the course adds gadgets like turbos and even a hyperspace gizmo to your car. Yes, hyperspace — told you this was a different driving game, didn't I!

Other mystical objects which have strange effects are Standing Stones and the Pulsating Eye. You'll have to find out what!

Nightmare Rally is a one for race game buffs. It has enough quirky bits to keep your interest and it's pretty playable.

Joystick and keyboard reactions leave a bit to be desired and the choice of colours on some of the stages aren't the best for the style of graphics being used. But overall this is an interesting twist on the driving game theme.

The only real gripe is the poor old Spectrum's sound. The car sounds a bit like a distressed wasp. Still, *Nightmare Rally* is well worth checking out if you're a driving game freak.

Paul

● Graphics	7
● Sound	5
● Value	7
● Playability	7

CONQUEST

● Machine: Spectrum
● Supplier: Melbourne House/ERBE
● Price: £7.95

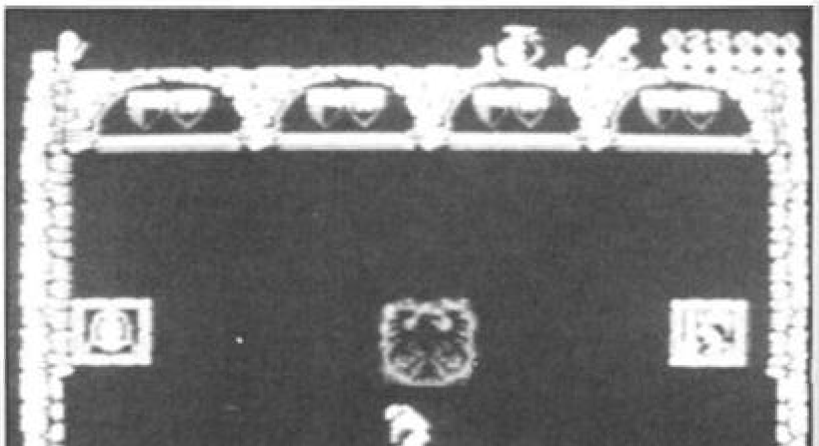
Take that varlet! And that! And that! But I'll have this copy of *Conquestador*, thank you very much. Why? Because it's really neat, fun to play and awesomely addictive!

Which is all very strange really as *Conquestador*, programmed by ERBE software from Spain, isn't very original in its design or even its theme. It just looks very nice and plays even better.

Enter the world of *Conquestador* and you become Redhan, battle scarred champion of a thousand conflicts. Armed only with a bow and a limited supply of arrows, Redhan is on a quest to find the blazing Star Stones taken from the world by the Lord of Magicians, Kulwoor, and hidden in his mountain citadel.

Redhan has to explore the citadel in search of 40 caskets which may, or may not, contain the jewels he seeks. Some give him extra weapons, others have beneficial potions, but some contain horrible curses which can do things like turn him into a pig. I quite liked being the pig, I must admit.

The magician's slave warriors fill every room and cavern. Redhan can zap them with his bow — but as arrows are in short supply it's a good tactic to try and kill them by jumping on their heads. It works — believe me! There are also dodgy creatures which scuttle about



planet Venus will come within range of Archnid's weapons and . . . need I say more? I bet you've already guessed the mission.

You've been teleported onto the top deck of the Arachnid, and must shut down each of the craft's decks by entering the correct codes into terminals.

Droids under Edward's direct control patrol the levels and must be destroyed before you can attempt to shut down a level.

Graphically *Droids* is quite nice and the sound is quite pleasing but the idea of the game is not particularly original. As far as we can remember this is the first game we've seen from Anglosoft and as a debut it's not bad.

Paul

● Graphics	8
● Sound	8
● Value	8
● Playability	8

TADOR

the lower regions of the castle to deal with.

And then there's the brooding, fire-breathing dragon Glaurung and Kulwoor the Master Mage to deal with . . .

You'll find yourself getting killed off pretty easily to start with — this is a deceptively easy looking game to play.

However, although it may look like every other arcade adventure you've played, it turns out to much faster than you think its going to be!

Jumping about the many platforms of the many rooms is easy. Redhan has a real spring in his step which means no frustrating attempts at leaping to that all important ledge when a nasty is coming at you.

The graphics are large, colourful and well drawn. Hardly any colour clashes at all. Animation isn't bad.

Beware of the little green bowmen — they shoot at you on sight. A good tactic is to let them shoot at you and then leap out of the way of the arrow. Zap them with one of your arrows when you land. *Conquestador* is a classic arcade adventure which would grace even the most choosy gamesters collection. It looks good, sounds good, and by golly it does you good!

Tim

C+VG HIT!

● Graphics	8
● Sound	7
● Value	9
● Playability	9

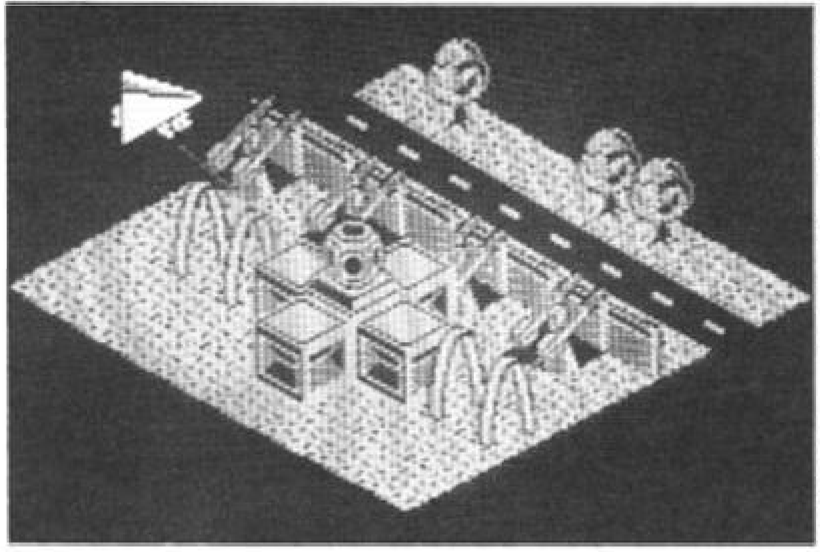
GLIDER RIDER

- **Machine:** Spectrum
- **Supplier:** Quicksilva
- **Price:** 8.95

At last! A decent game on the much respected and late lamented *Quicksilva* label. Since Argus took over the name not much of worth has appeared under the once legendary *Quicksilva* banner. But *Glider Rider* could change all that.

You begin the game with just nine grenades — but you can find more on the island if you are smart enough. And if you were smart enough to qualify as a secret agent you're going to be smart enough to find the ammo. Aren't you?

But the first necessary act is to find out the way to disable the defence lasers on the island — 'cos these things fry you to a crisp whether you're in the air or on the ground.



There's a free packet of Hula Hoops awaiting the first person to phone the Ed with the answer!

Transforming your bike into the hang-glider is no mean feat. First you have to find you way to the top of a plastic hill. The higher the better if you're a beginner. Then you drive the bike fast downhill pulling back on the joystick will make you sprout wings — and wheeeee! It's a bird, it's a plane! No — it's a motorbike falling back to earth! Never mind. Practice makes perfect.

The graphics are really nice — just one colour but extremely effective. Sound isn't bad on the 48k machine and the 128k version has a neat soundtrack making the most of the machines extra soundchip.

Tim

● Graphics	8
● Sound	7
● Value	7
● Playability	7

ATARI SMASH HITS

VOLUME 5

- **Machine:** Atari 400/800/XL/XE
- **Supplier:** English Software
- **Price:** £9.95 cassette/£14.95 disk

English Software continues its — presumably — successful recycling of its back catalogue of games. My verdict on this latest offering is that three out of four aren't bad.

The package includes *Mediator*, *Quasimodo*, *Chop Suey* and *Elektraglide*.

Let's deal with the one I can't get on with first — *Mediator*.

When I first reviewed this I complained that I just couldn't get anywhere with the game. The idea is to find the Good Mediator and a time crystal to prevent a nuclear holocaust. I still can't get on with it but if you do write and say what happens, I'm vaguely interested.

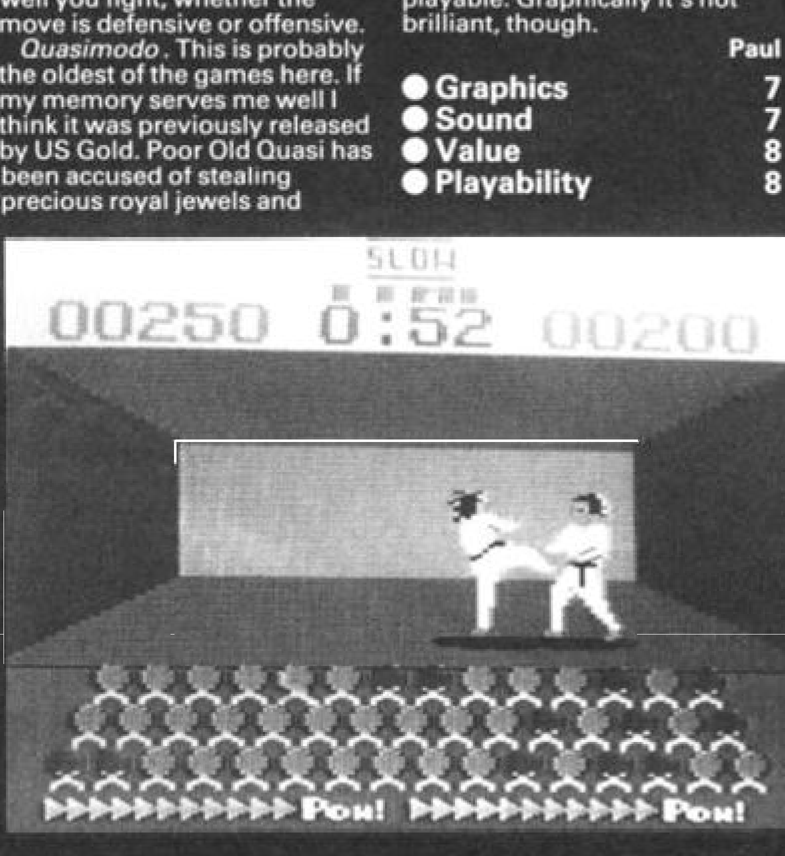
Elektraglide. This is a graphically excellent high speed race action with extra hazards such as bouncing balls and spinning cubes. The scrolling is very fast and smooth, and the game play addictive.

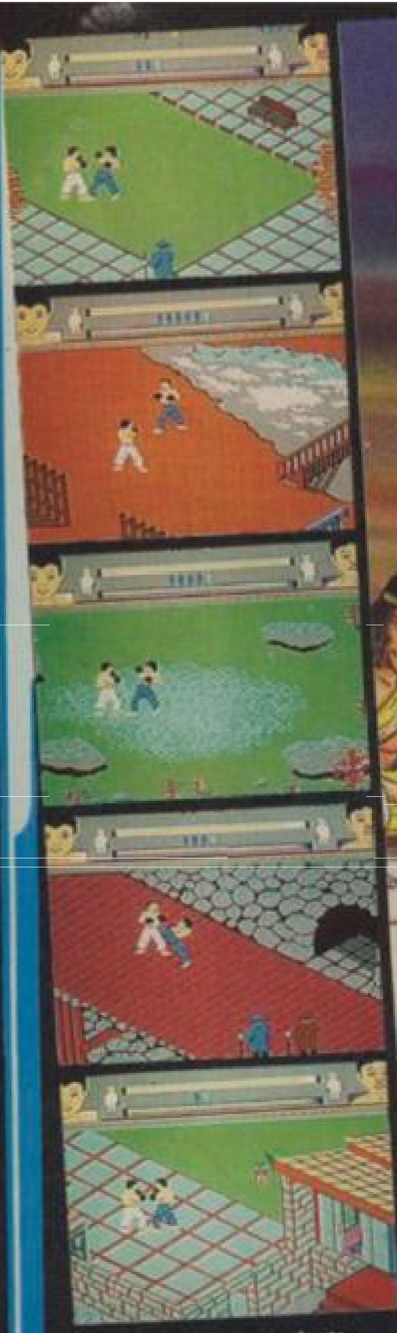
Chop Suey. Eight levels of martial arts mayhem with a slow or fast option to add a little spice. Both fighters have pretty much the standard range of punches, kicks, somersaults etc, and the score is based on how well you fight, whether the move is defensive or offensive.

Quasimodo. This is probably the oldest of the games here. If my memory serves me well I think it was previously released by US Gold. Poor Old Quasi has been accused of stealing precious royal jewels and everybody is out to get him. To prove his innocence he must find the jewels. But meanwhile all the good citizens are out to get him. There are only three levels to the game but nevertheless it's still very playable. Graphically it's not brilliant, though.

Paul

● Graphics	7
● Sound	7
● Value	8
● Playability	8





CBM 64 Screen shots.

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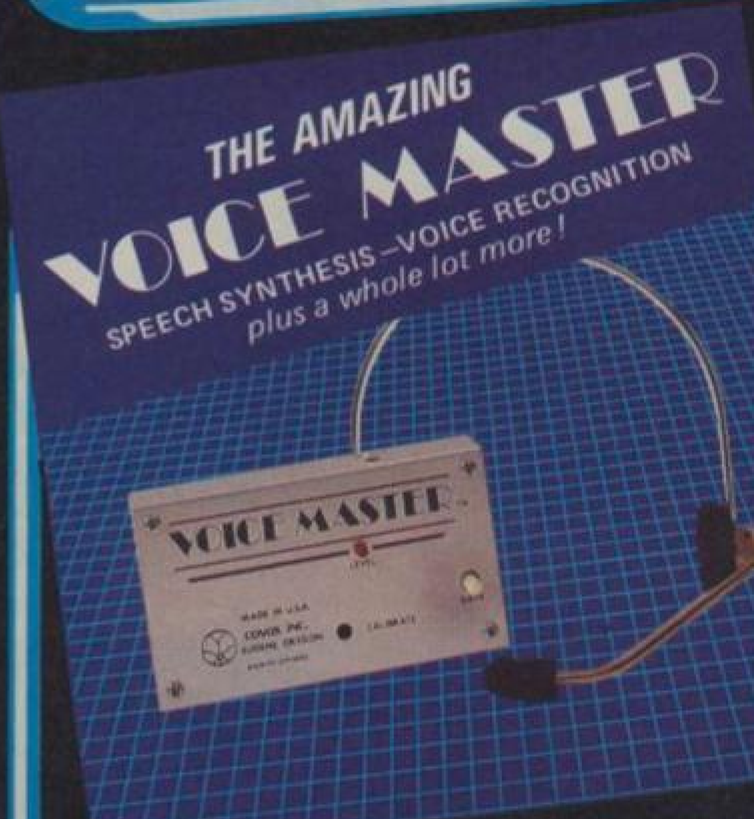

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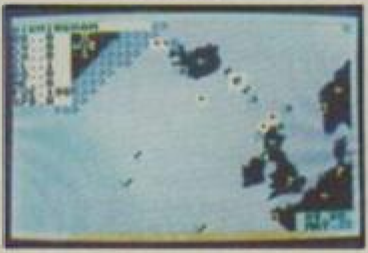

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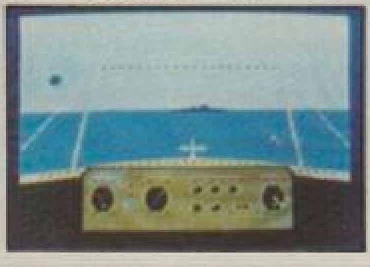

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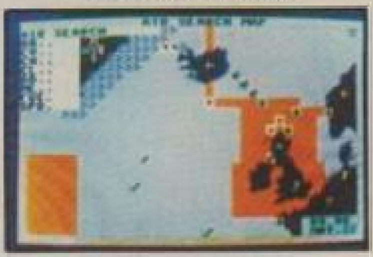

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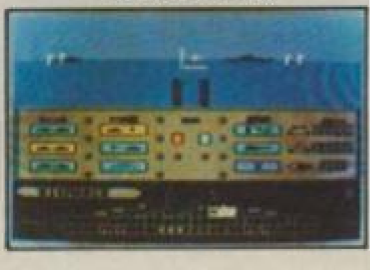

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WARGAMERS SERIES

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FUNGUS

- **Machine:** CBM 64
- **Supplier:** Players
- **Price:** £2.99

My heart sank. Not another Players game. *Bigtop Barney* was an ordeal. Surely it was someone else's turn for *Fungus*. But the moral of this review is never judge a game by the software house's name. *Fungus* is a fun game.

The plot, about Fungus craving the Great White Mushroom which can only be found in a remote part of the galaxy, is irrelevent.

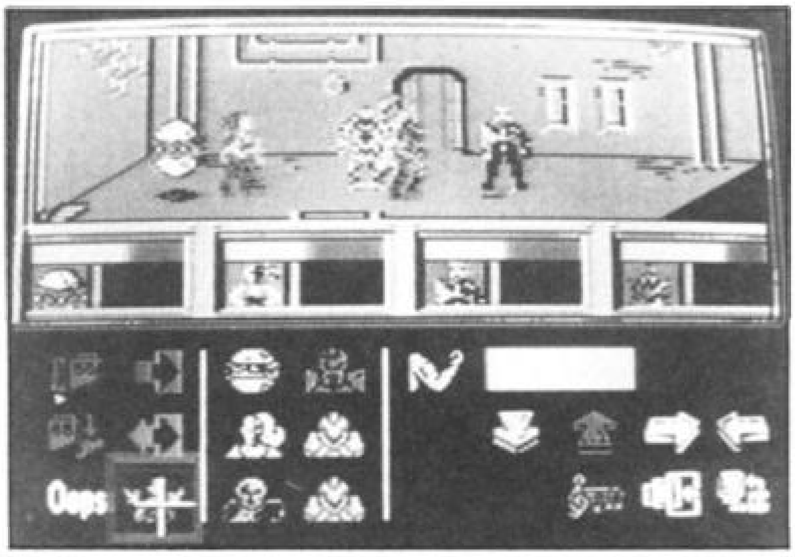
The graphics scroll from right to left. You control Fungus, a strange little man in what appears to be a space helmet. He runs about collecting mushrooms, leaping gaps, avoiding aliens and piling up the points.

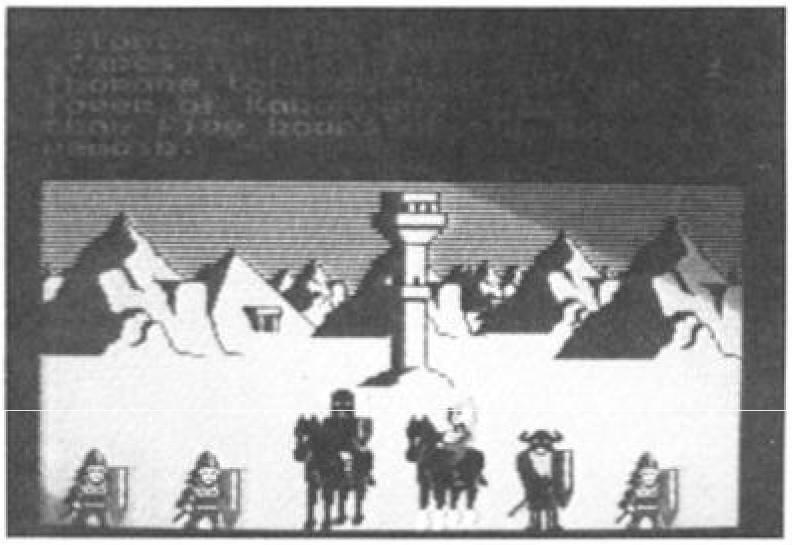
There are seven sections to cope with, various difficulty levels and the ability to vary the screen colour. Midnight Blue was my personal favorite.

Not stunningly original but the game play is surprisingly addictive. Without fear of contradiction I can say *Fungus* grew on me.

Paul

Graphics	7
Sound	7
Value	7
Playability	7





DANGERMOUSE IN MAKING WHOOPEE

- **Machine:** Spectrum
- **Supplier:** Sparklers/CSD
- **Price:** £1.99

Dangermouse could be a great computer game star. Unfortunately none of the games released with his name attached has matched up to the potential of the character.

Making Whoopee is no exception. It's a pretty basic arcade adventure maze game with some platform screens thrown in for good measure. A nice idea which doesn't quite work.

The scenario is that Penfold, DM's faithful sidekick, has been kidnapped by the evil Baron Greenback who is out to disrupt the United Nations by making enough whoopee cushions to fill all the seats in time for the next congress meeting. He hopes the cushions will create such confusion that his plan to take over the world will work.

The first screen of the game shows DM in his car at the top and a plan view of the maze-like streets below. Controlling DM's car is difficult to say the least. You must aim for the dead ends where you'll find entrances to the platform screens which, when successfully completed, yield a useful object which DM can carry back to his car and use to get past an obstacle in the streets.

Graphics are average, sound the same and game play basically frustrating. Nice idea — shame about the game.

Tim

Graphics	6
Sound	4
Value	6
Playability	5

W.A.R.

- **Machine:** Spectrum
- **Supplier:** Martech
- **Price:** £7.95

Now here's a funny thing. A game that's completely different from version to version. The 64 *War* is *Uridium*-ish and not terribly original.

But the Spectrum version is something else again. OK, so it's still a straightforward shoot 'em up but thanks to the "different" graphics and original small screen layout *War* has a really nice feel about it.

War will be fighting it out with the soon to be released Spectrum version of *Uridium* — but shoot 'em fans might like to have both.

Oh yes, you do get that cute flipping effect — but in this case it's more like the *1942* fighter's roll.

Tim

Graphics	8
Sound	7
Value	8
Playability	9

ROOM TEN

- **Machine:** CBM 64/ Spectrum
- **Supplier:** CRL
- **Price:** £7.95

Room 10 must be one of the most obscure titles ever for a game. It tells absolutely nothing about this new and excellent variation on the bat and ball game.

The name actually comes from the court or "cell" where the game is played in a futuristic leisure complex.

Not that this is explained anywhere on the cassette packaging for either Spectrum of Commodore version sent to us. I assume CRL forgot to include the instructions.

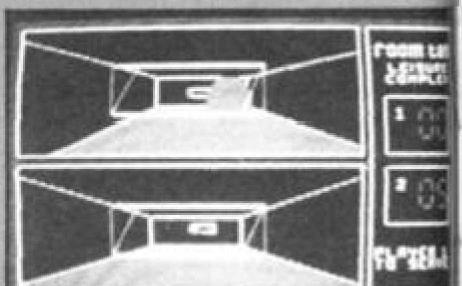
The players — two can play — control a floating bat and all they have to do is stop the ball hitting the far walls. Points are scored and the first to 35 wins.

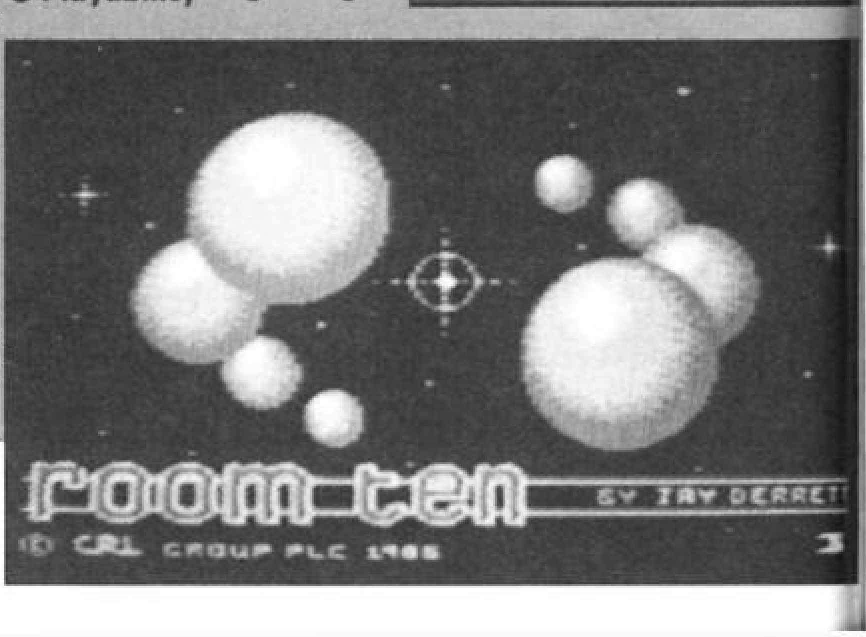
The screen is split in two allowing each player to view the game from his end of the court.

The Spectrum and Commodore versions play virtually in the same way.

Paul

	CBM64	Spec
Graphics	8	8
Sound	8	6
Value	8	8
Playability	9	9





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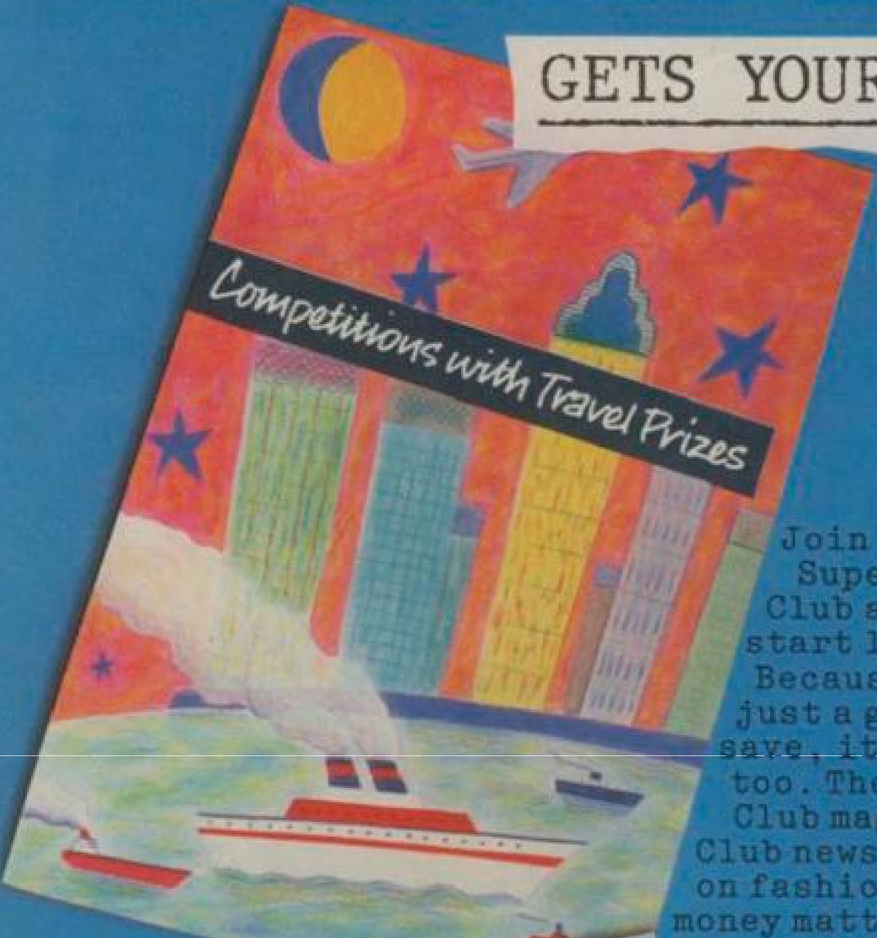

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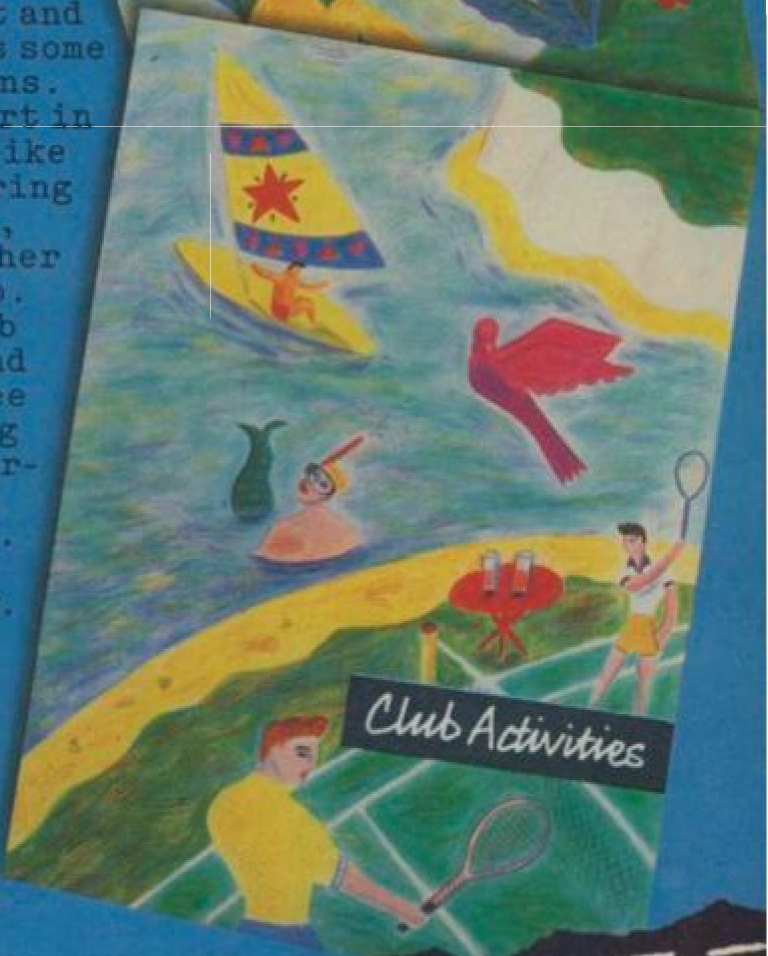

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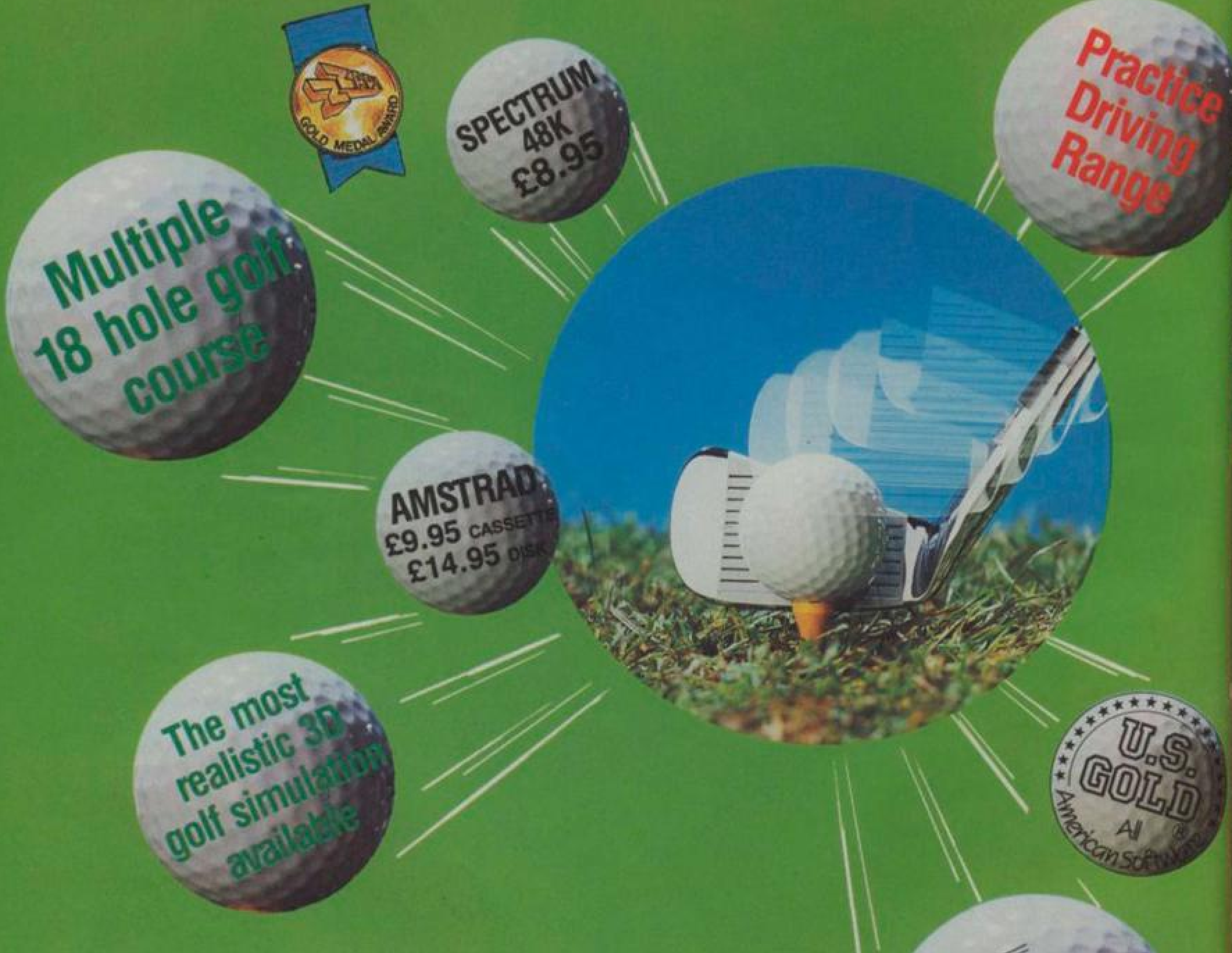
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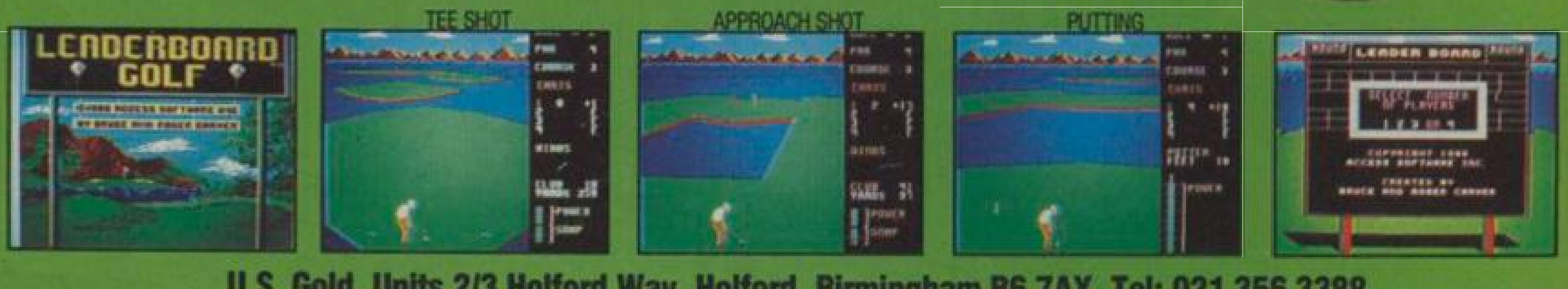
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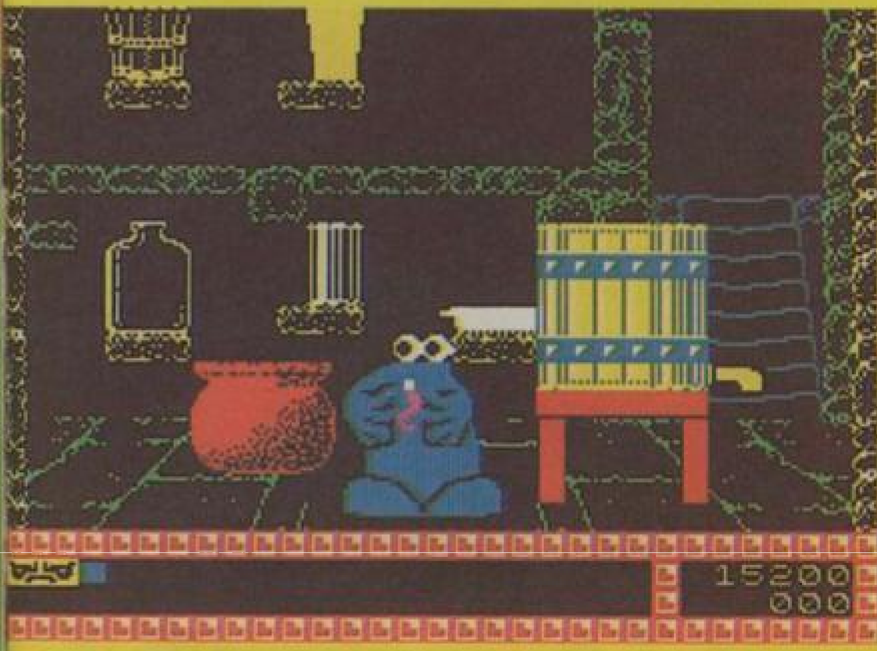
TRAP DOOR

- **Machine**: Spectrum
- **Supplier**: Piranha
- **Price**: £7.95

Hey! This is the most fun I've had with my Spectrum since I used it as a frisbee. *The Trap Door* is truly a fun game with a capital B! For Berk, stupid. No, I'm not calling you names. Berk is the hero of this crazy caper which is the closest thing to an interactive cartoon I've ever come across.

Let's take a look at what *The Trap Door* is all about. Well, firstly it's probably a good thing to note that it's a game based on a new animated TV show coming your way this autumn.



Berk lives in the lower regions of a dark and gloomy castle. Here he serves the needs of the unseen Bad Tempered Thing.

Berk slaves away completing tasks set by the Thing. Usually these tasks are dirty and difficult.

Berk, a big, blue blobby character, has two mates — Boni and Drutt. Boni is a skull and Drutt is a sort of spider-thing.

The centre of Berk's world is The Trap Door. If he opens it lots of things happen. Monsters appear from the depths, things fall in and are lost forever — but the trap door is essential if Berk is to complete the tasks set by Thing.

In the game, Berk sets out to complete five tasks and earn a safe full of loot. Thing's commands appear on the screen one by one and you only get a limited amount of time to complete each of them.

But the game doesn't end if you fail to complete one task. You can carry on — although the results of your failure can take on rather dangerous forms.

For example, a monstrosity can escape through the open trap just when you don't want it to — and it sticks around to plague you for the rest of the game.

The characters are huge and colourful, the animation is excellent and if there are any colour clashes they are so tiny as to be completely irrelevant.

The game play may be a bit simplistic. But when you get the firebreathing Flamethrower chasing you while you are trying to get together a dish of Boiled Slimies for Thing, and there's a spook drifting around, and Drutt is eating all the worms, and Thing's Anger Meter is glowing, and, having a fit of the giggles, you'll suddenly realise that you're having FUN!

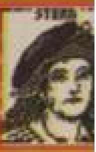
The Trap Door is a brilliant game — one of the most original and entertaining I've seen for ages.

Tim

C+VG HIT!

● **Graphics**	10
● **Sound**	7
● **Value**	9
● **Playability**	9

STRIKE FORCE COBRA



- **Machine**: Spectrum 48/12K
- **Supplier**: Piranha
- **Price**: £9.95

There are heroes and there are heroes. But Major Jan van Heuson and Lieutenant Esther Stern are in a league by themselves. Intelligent, fearless and tough, they are the backbone of *Strike Force Cobra*.

All right, it's time to declare an interest. The digitised picture of Major van Heuson at the beginning of the game is me. And Esther Stern is none other than C+VG's editorial assistant Lesly Walker.

The other pictures of the *Strike Force Cobra* team belong to various hacks and hackettes of the computer press. But we don't really want to talk about them, do we?

Strike Force Cobra is from Piranha, recently responsible for some fairly decent games, *Colour of Magic* and the graphically wonderful *Trapdoor*. Unfortunately, it's not as good.

The plot is hardly new and exciting. The world is under threat of nuclear blackmail by an evil genius known simply as The Enemy. He has developed a computer hacking system which has enabled him to take control of all the world's defence systems.

To build the system The Enemy has kidnapped top computer experts and imprisoned them at his fortress. Each has a code which must be collected before access can be gained to the main computer room.

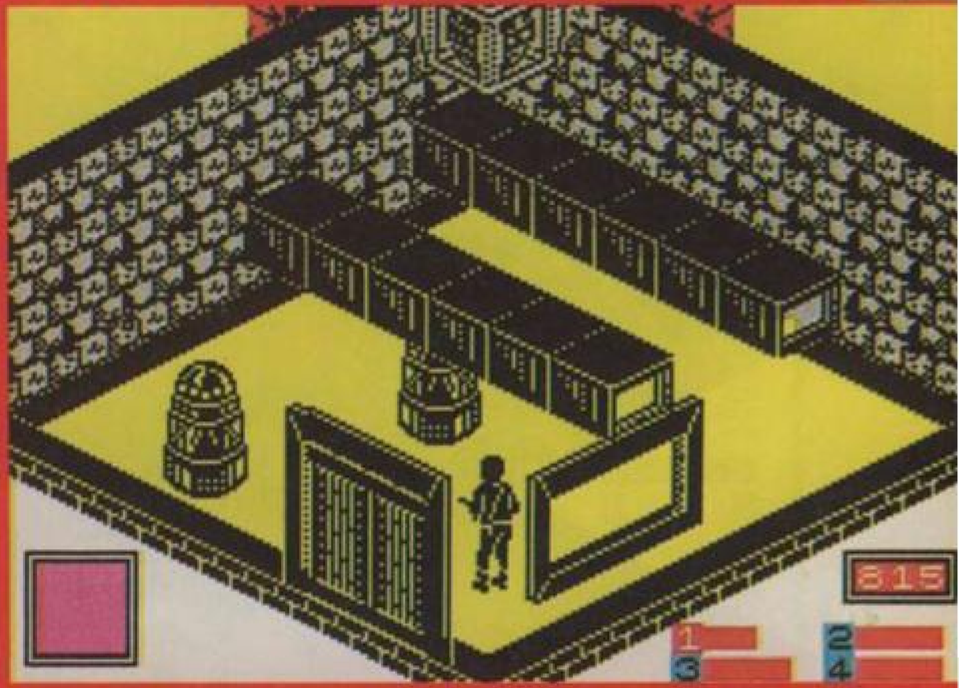
Rather than give into this fiendish plan, Supreme Allied Command has put together a crack unit to smash The Enemy's plan.

That's where Major van Heuson and Esther Stern come in. You must select the *Strike Force Cobra* team from eight candidates. Each has special skills. Van Heuson, for instance, is an expert with explosives and Esther is a specialist in close quarters combat.

The four members of SFC, armed with sub-machine guns and grenades, find themselves in the The Enemy's fortress. Killer robots, guards, automatic weapons systems and booby traps litter the place.

You can switch from controlling one member of team to another as you attempt to crack codes, explore the fortress and defeat the enemy.

The animated figures are very mobile and agile. They can jump, dive, crouch, stand up, kick etc. It's good fun to get them to dive through windows, machine gun blazing.

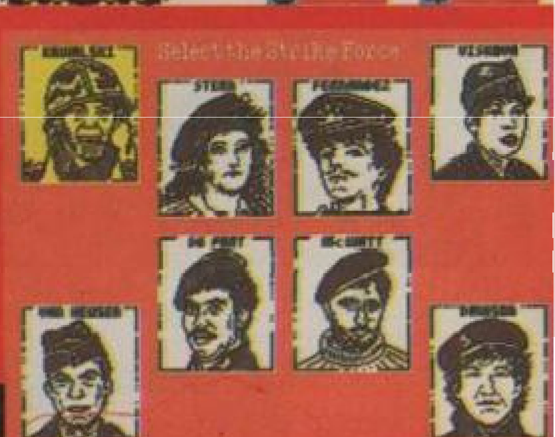


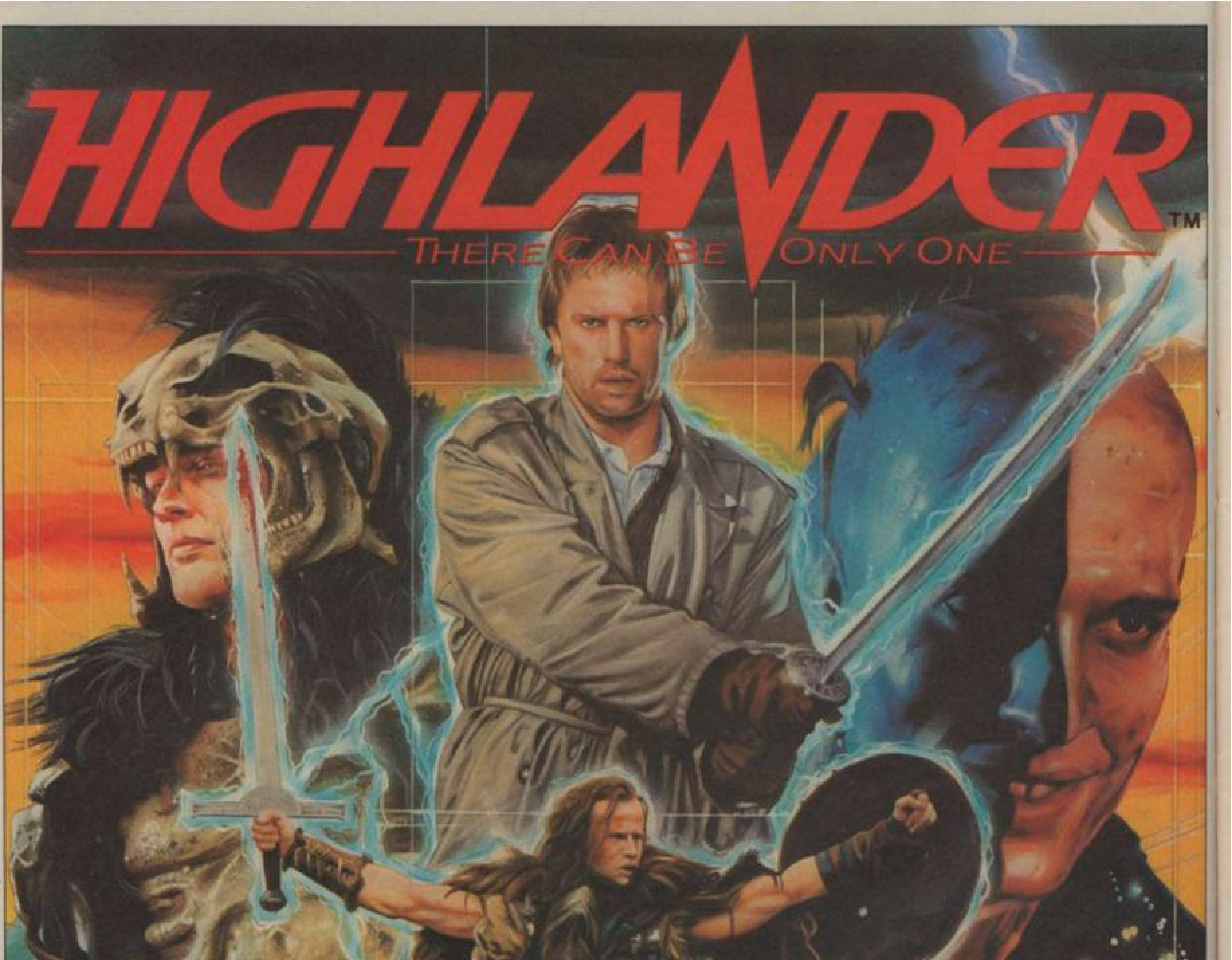
The fortress is a 3D maze, quite fun to explore, but graphically quite crude.

On my copy of the game I found I could not revert to the menu to change my team of toughies without re-loading the game. Not a major gripe, but it did become a little annoying.

Paul

● **Graphics**	6
● **Sound**	6
● **Value**	7
● **Playability**	7





Manhattan: 1986. In a vast underground garage beneath Madison Square Garden, two men are locked in mortal combat. The huge cavern echoes with the sound of clashing steel, for although this is the 20th century, one combatant wields an ancient samurai sword, the other a broadsword. The duel is deadly earnest, ending only when the loser is decapitated. For the victor, however, it is only one more conquest in a drama he has been living for 450 years.

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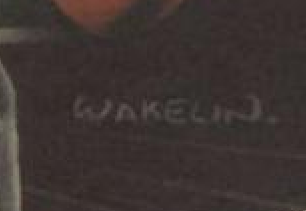

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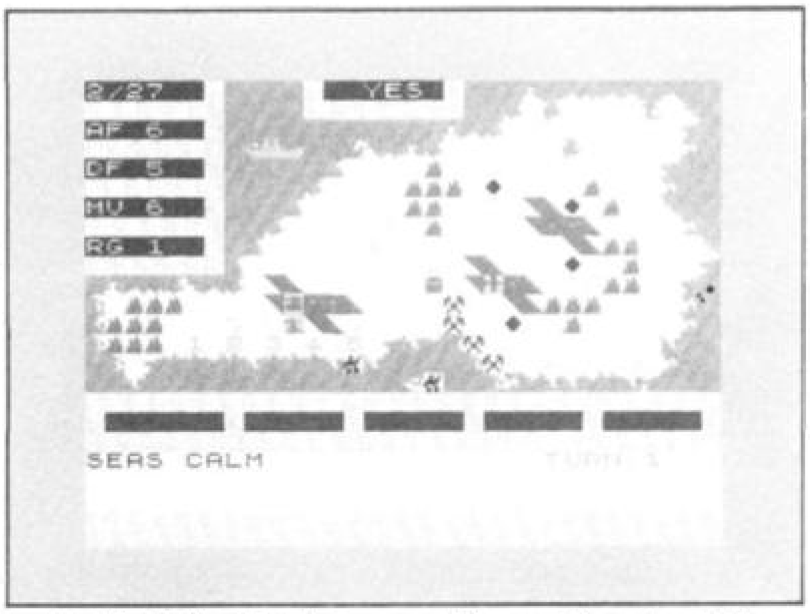
Following the success of C+VG's War Games Special in July, Dr Stephen Badsey, formerly of the Imperial War Museum and a researcher on the BBC's Soldiers series, is back to cast his expert eye over some of the latest war games on the market.



IWO JIMA

- *Machine*: Spectrum/CBM64
- *Supplier*: PPS
- *Oruce*: £7.95

At Iwo Jima in World War Two there was only one kind of Japanese casualty — the dead. Of the 22,000 defending the island against American invasion only 216 finally surrendered. In this PPS game the player, taking the Americans, must land and wipe out all opposition.

Designer John Bethell has employed the same game mechanism as for his *Falklands 82*. It is a slow, plodding system, and works better at representing the grim advance of the US Marines across the island than the British manoeuvres in the Falklands.

But it hardly makes for a challenging or exciting game.

The key to winning is controlling indirect fire from aircraft and ships off shore. But to accomplish this the computer offers the player as a target, for each of his own units, every one of the twenty or so Japanese units on the island *in turn*. For a game lasting 30 turns set aside a whole afternoon — there is no save mechanism.

To compensate for this awkward playing mechanism the designer has had to ignore historical realism to speed the game up a little.

The American force is cut to about a third of its true size, the Japanese defence randomised, and an improbable Japanese submarine added to the game.

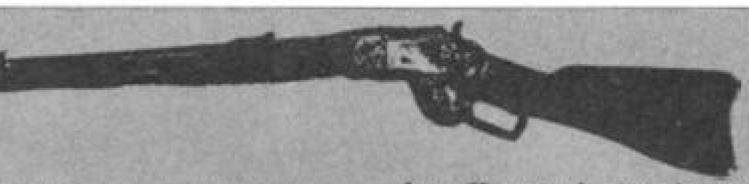
The result is not much like Iwo Jima, but the slow grind to destroy all enemy units gives a fair idea of what Marine tactics in the Pacific had to be.

Iwo Jima is released as part of the *Strategic Wargames Series* (an odd title, the game has little to do with strategy) the idea of which is to provide beginners with an easily played wargame at a low cost.

Fair enough, but there's no reason why beginners should be taught bad habits which they wil only have to un-learn later.

● *Graphics*	4
● *Playability*	5
● *Realism*	4
● *Value*	6

JOHNNY REB II



- *Machine*: Spectrum/Amstrad/CBM64
- *Supplier*: Lothlorien
- *Price*: £9.95 (Cass) £12.95 (disk)

I've never met the original *Johnny Reb*, but its successor is a good, interesting game of minor tactics in the American Civil War, for one or two players.

The scenario offered is of a small Union force (numbers and sizes are not given, but it seems to be about eight regiments) defending a bridge and two fords against considerably larger forces of Confederates (either another player or the computer) while reinforcements come to their rescue.

The terrain and forces are pre-programmed, but the Union player can add further field defences and upgrade the morale and weapons of his force. (He cannot, however, downgrade the enemy - the designer thought of that one!)

Unfortunately this defence-strengthening, which takes up a large part of the program, isn't really needed as the Union forces can win against the computer as they stand.

The computerised Confederates always attack in the same three places one unit at a time, rather than employing sensible tactics.

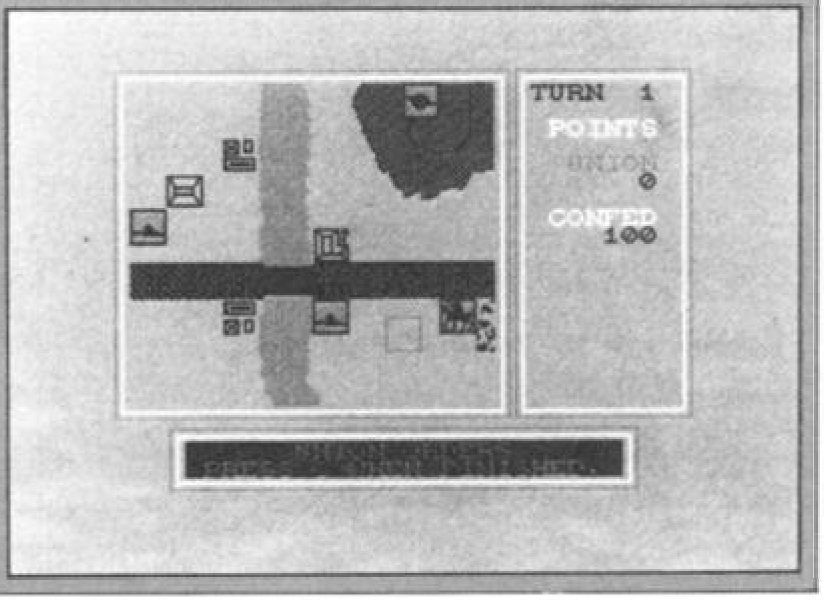
If there was surplus memory available, it should have gone into correcting this, which for serious players really makes *Johnny Reb II* a two-player game only.

The playing mechanism is a very straightforward icon-based system, easy to use at high speed. The game can be set for real-time, in which it genuinely takes the infantry of both sides about half a minute to load and fire their muzzle-loading muskets.

The graphics, which are very impressive, actually show this happening, allowing the player to judge the state of his troops.

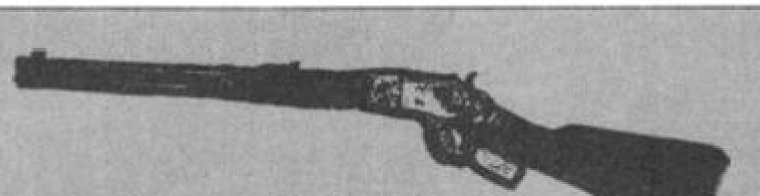
The morale system seems simple, but responds very well to recreating the behaviour of Civil War troops in running, rallying, and coming back to fight several times.

A player needs patience, persistance,



and a determination not to be defeated in getting his men to stand before the enemy — all good qualities for a general.

Occasional oddities in the equipment of both sides can be traced to a remarkable error in the instruction booklet, "the Confederate Army had a better industrial base than the Union force". This is a bit like saying that in Viet-Nam the Viet Cong had a better industrial base than the Americans!



● *Graphics*	*8*
● *Playability*	*7*
● *Realism*	*6*
● *Value*	*7*

THEATRE EUROPE

- *Machine*: Spectrum
- *Supplier*:PPS
- *Price*: £9.95

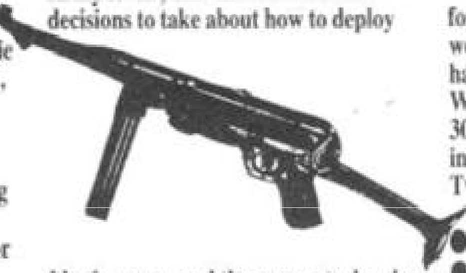
The teletype chatters happily . . . "Warcomp on line" . . . The war computer s talking to you . . . "Civilian casualties will be minimised where possible. Thank you for your attention" . . . The date may be tomorrow, although I hope not! Warsaw Pact conventional forces have attacked western Europe from Denmark to Italy.

The player can take either these or the NATO forces opposing them, with the object of winning the war without blowing up the world. At his disposal lie the tactical use of gas on the battlefield, a deep airborne strike against the enemy rear supplies, and strategic rockets capable of destroying cities. Any one used too early, or in the wrong place, may trigger a massive nuclear exchange which will destroy Europe for ever.

The Spectrum version of *Theatre Europe*, last year's "strategy game of the year", is now out. The graphics are a bit flawed this version, but still a nuclear airburst over a city isn't meant to look pretty.

For those who can't take even World War Three seriously the program has a built-in option of "action screens" allowing the player to shoot down aircraft and destroy tanks in true arcade style as part of the battles.

I hated it, but non-wargaming friends thought it was the best part of the game. For the rest, the player controls land operations in Europe at Corps and Army levels, and has some realistic decisions to take about how to deploy his airpower, and the moment when he must decide to go nuclear.



In this version of a future war the Pact forces are virtually unstopable by conventional means, perhaps unrealistically so.

The ability of the Romanians to drive through Yugoslavia to northern Italy in ten days raised a few eyebrows, as did the American tendency to attack the Swiss Army for no apparent reason.

The game also includes the use of strategic chemical rockets for gas attacks on cities, which neither side actually has and a reflex launch-on-warning system which we hope neither side will use.

On my best effort with the NATO forces I finally halted the Pact drive just west of Paris. Three European cities had been reduced to radioactive rubble. West Germany had been devastated. In 30 days nearly as many people had died in Europe as in the whole of World War Two. It was a victory.

● *Graphics*	*8*
● *Playability*	*8*
● *Realism*	*8*
● *Value*	*9*

AUSTERLITZ

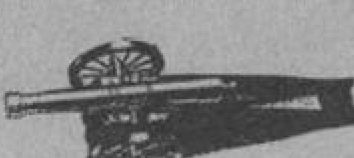
- *Machine*: Spectrum/CBM64/Amstrad
- *Supplier*: Lothlorien
- *Price*: £9.95 (Cass) £14.95 (disk)

The sun of Austerlitz rose over this battlefield in modern Czechoslovakia on 2nd December 1805 to show, through the morning mist, 80,000 troops of an Austrian-Russian Alliance confronting 70,000 under the great Emperor Napoleon.

By the end of the day the Allies were in headlong retreat, and Napoleon had won what is always regarded as his greatest victory. He won it with superior training of his troops, with superior manoeuvrability, with superior co-ordination of infantry, cavalry and artillery, and above all with the superior leadership of his Marshals of France, each commanding one of the six Corps of his army.

The side that won took the offensive and carried the fight to the enemy.

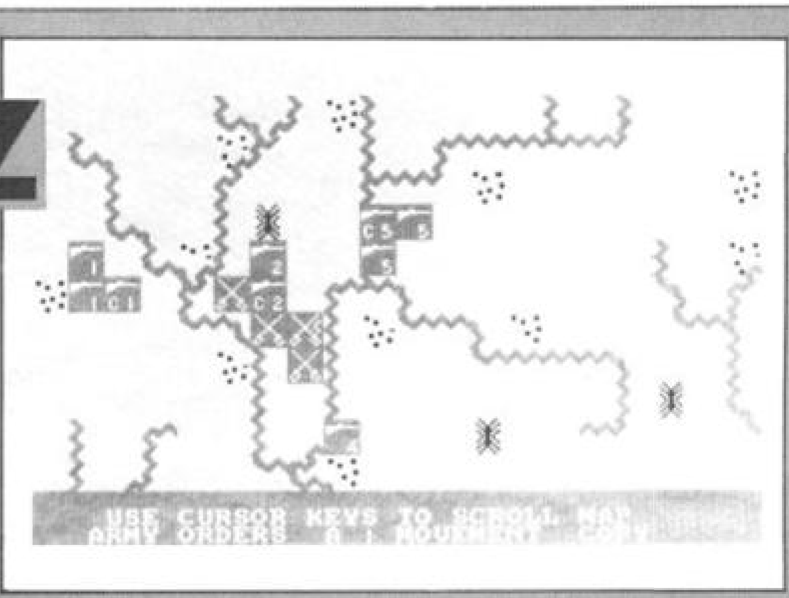
The Lothlorien game which bears the same name as the battle offers none of these features, at least in the Spectrum version which I tried. No artillery is shown, and cavalry fight in exactly the same manner as infantry. The combat mechanism (given in full in the booklet) gives the greatest advantage to troops holding *defensive* positions, and the only way *to win with the French* is to place them behind river lines.



There is a very promising system of devolved command, whereby the player as Napoleon gives outline orders to his Corps commanders, who use their own initiative and personalities in carrying them out.

But it simply doesn't work. Marshals of France attack superior numbers with fractions of their own forces, march in the wrong direction, and generally behave in a manner which would get them all reduced to corporal, if that, in about five minutes. The computer-controlled enemy, on the other hand, shows a persistence and desire to fight well above that of the real Allies.

Any resemblance between the *Austerlitz* and the batle of the same name, or any other Napoleonic battle, is a co-incidence. It doesn't even feel like a wargame.



● *Graphics*	*5*
● *Playability*	*3*
● *Realism*	*1*
● *Value*	*2*

TENNIS

- **Maching**: Spectrum
- **Supplier**: Imagine/Konami
- **Price**: £8.95

You cannot be serious? Another tennis game? Aren't there enough already?

Well, not quite. Imagine's conversion of the Konami arcade game is rather good, despite not being terribly original.

The players are drawn in a sort of outline cartoon style to avoid the colour clash problem and dash about the forced perspective court pretty quickly. However it's sometimes difficult to tell exactly where and how high the ball is, despite the "shadow" effect the program uses to help you.

It also seems all too easy to run up to the net and play lots of close in shots to defeat the computer controlled opponent.

But these are minor gripes really, the game is pretty playable and easy to get into right from the first volley. The computer player does seem to have the habit of bashing over a few untouchable aces if he's in trouble. But he's not unbeatable, and this makes the game even more playable.

Scoring follows the normal real life game, you can play advantages and deuces which can add to the tension of a hard fought match. Calls from the judges appear in a little window at the "back" of the court which is also occupied by the scoreboard. Individual scores appear in small boxes superimposed on the right hand side of the screen.

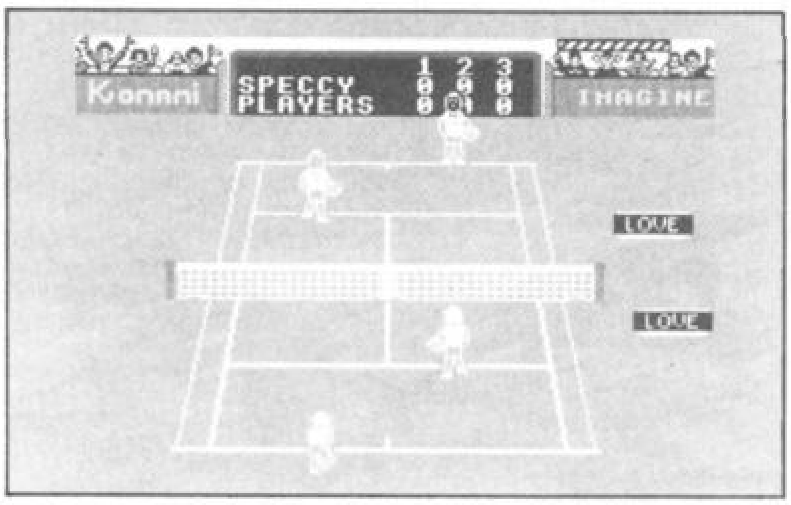
You can't argue with the judges — the computer will put you back on the baseline despite all your protests!

A really original touch is the doubles feature which allows two people to play against the computer. Shame the option didn't extend to allowing two players to control two players — if you get my drift. Things can get quite hectic — and lead to real life arguments if your partner misses a crucial shot. Still, it all adds to the excitement.

There is a two player option for the singles, and you can redefine the control keys to suit yourself. The sound effects are pretty good for the Spectrum — despite the compulsory, irritating little tune over the intro screen.

The action flows fast and furious without any irritating delays or glitches. *Tennis* is a well put together game — it plays well and looks good. If you're a sports fan, check this one out.

Tim



● **Graphics**	7
● **Sound**	7
● **Value**	7
● **Playability**	8

FOOTBALL MANAGER

- **Machine:** Atari
- **Supplier:** Addictive Games
- **Price:** £7.95

Glory, glory, it's the face that scored a thousand goals — good old Kevin Toms.

Just when you thought you'd seen the last of *Football Manager* it pops up again.

If you haven't seen the game here's a quick rundown. You have to try and take your team to league or cup victory. You can pick you own team, enter the transfer market, look after the weekly financial bills, play matches and fight promotion and relegation battles. This is football as it is.

Football Manager has also been repackaged across all its other formats — Spectrum, Vic 20+16K, CBM 64, Electron, C16/Plus Four, BBC Model B and Amstrad.

It all goes to prove that you can't keep a good game down.

Paul

● **Graphics**	7
● **Sound**	6
● **Value**	7
● **Playability**	8

MOONLIGHT MADNESS

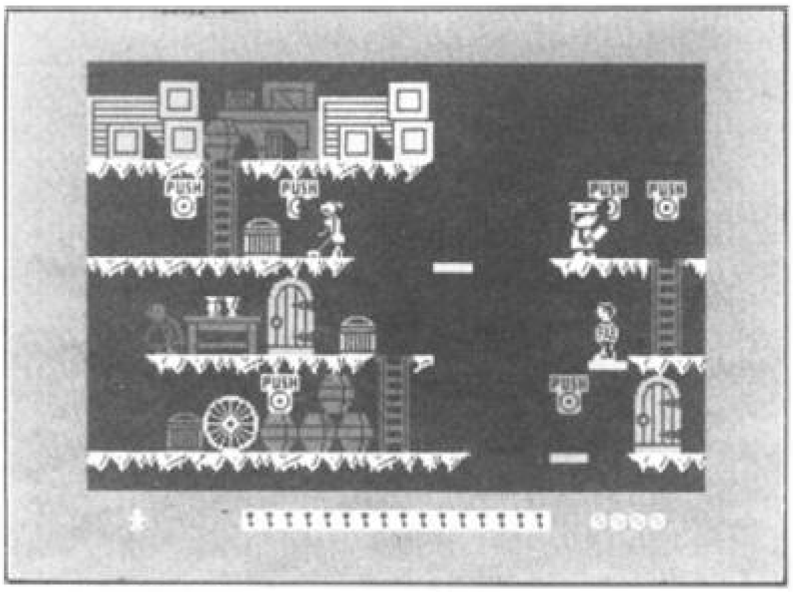
- **Machine**: Spectrum
- **Supplier**: Bubble Bus
- **Price**: £7.95

John Cain had a lot of success with the budget-price *Booty*. But it's doubtful whether *Moonlight Madness* will repeat his success.

If it had been a budget game — and I wouldn't mind betting that's what it was intended to be — *Moonlight Madness* might have got a better reception. But at £7.95 it's a rip-off.

And that's a shame because Bubblebus has put out some nice product over the past year, including a great budget title called *Classic Invaders* on the Amstrad. But *MM* does not cut the mustard at this price.

It tells the story of a young lad who arrives outside the old oak door of a mansion demanding: "Bob-a-job, Mister." Could he be a cub scout by any chance?



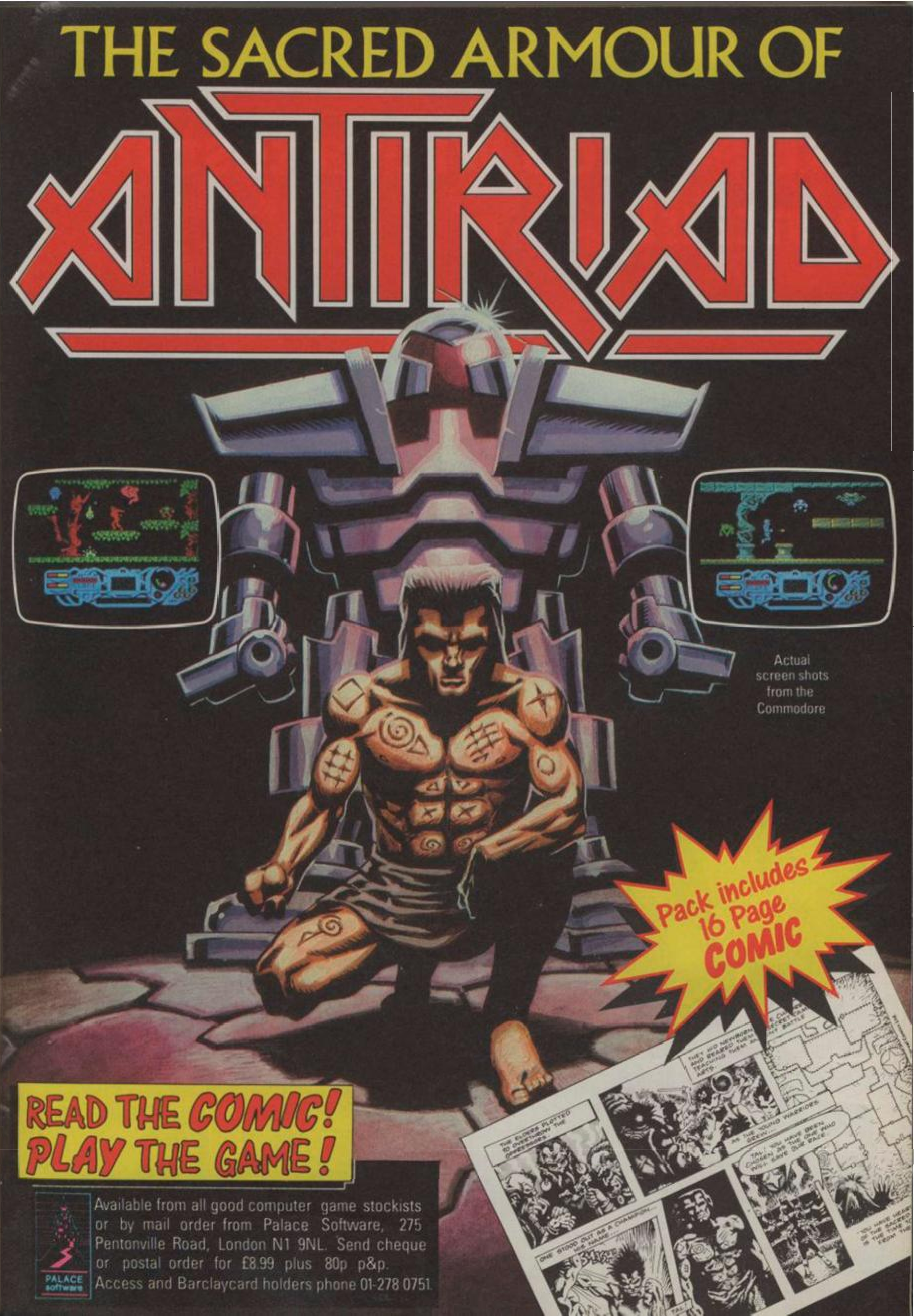
The door has been opened by an ancient scientist who promptly collapes, gurgling "My pills."

Your task is to get his life saving pills out of the safe which can only be opened with 16 keys and then by cracking the combination. Get the idea? A succession of screens packed with ladders, platforms and puzzles follows.

The puzzles are fairly entertaining, the graphics are fairly crude. There's nothing really new here.

Paul

● **Graphics**	6
● **Sound**	6
● **Value**	5
● **Playability**	6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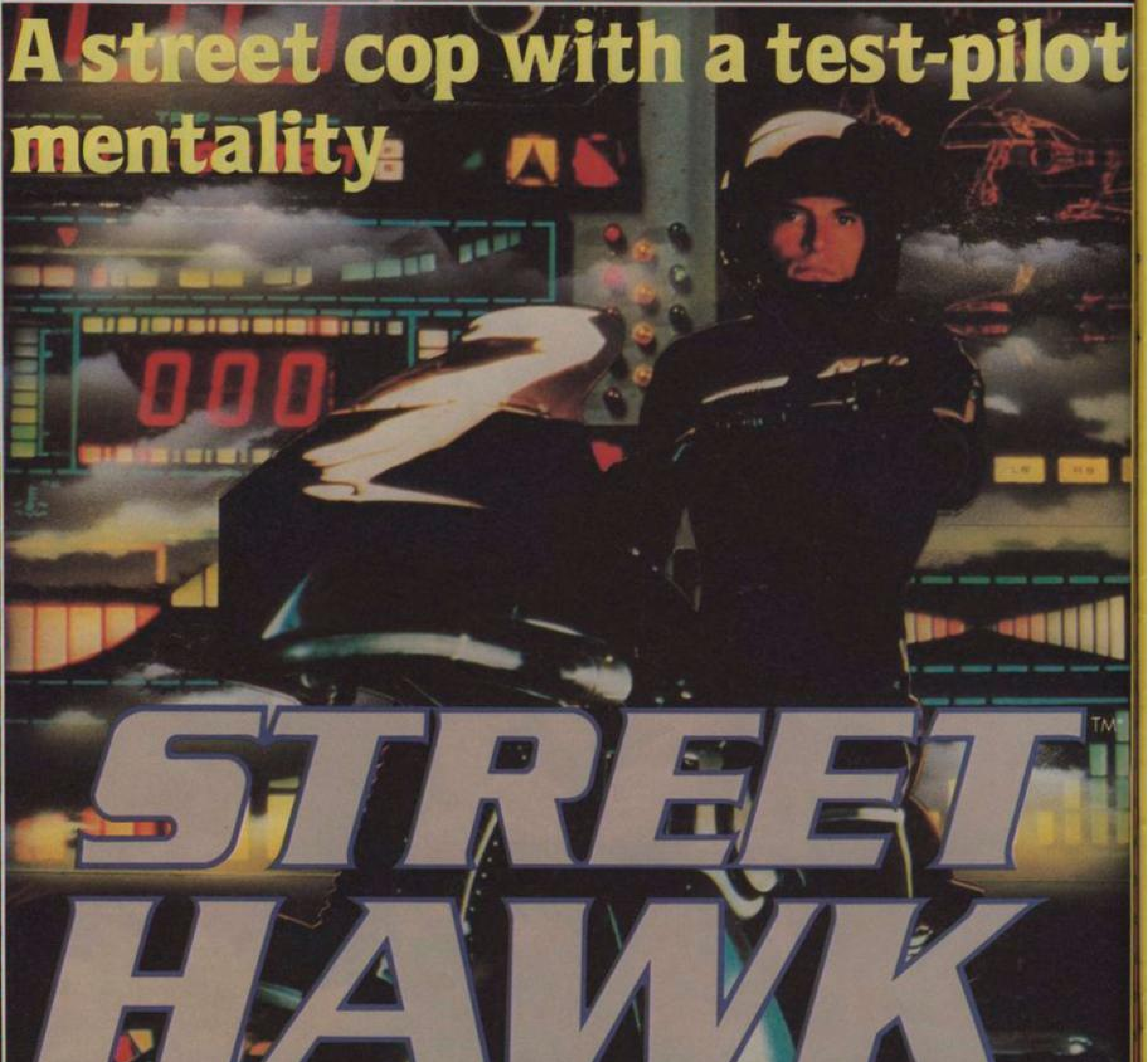
A street cop with a test-pilot mentality



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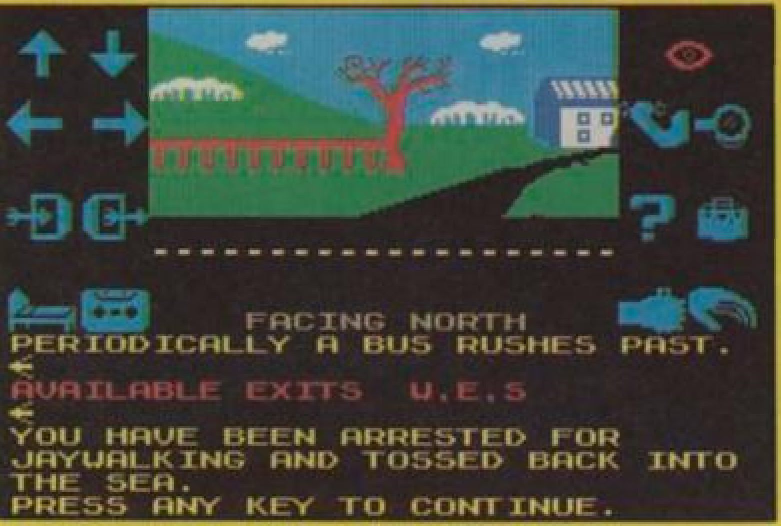
DEACTIVATORS

● **Machines**:
C64/Spectrum/Amstrad
● **Supplier**:
Ariolasoft/Reaktor
● **Price**: £9.95 (tape)
£14.95 (disk)

There's nothing like a droid. Not when you're playing *Deactivators*, there isn't! If you haven't got one or two of these nifty little things then you're stuffed.



```
          FACING NORTH
PERIODICALLY A BUS RUSHES PAST.
←
AVAILABLE EXITS  W.E.S
←
YOU HAVE BEEN ARRESTED FOR
JAYWALKING AND TOSSED BACK INTO
THE SEA.
PRESS ANY KEY TO CONTINUE.
```

This is one of the most original games to come from *Ariolasoft* — and it's British! Programmed by the people who brought you *The Music Studio,* this little number will grab you, shake your senses upside down and then do it all over again. Not an easy game to put down once you've started.

The basic idea is this: You are in charge of a bunch of droids — the Deactivators. Your mission is to remove terrorist bombs from five different buildings. Level one is a four by four building — later levels get much bigger and more complex.

The display at the top of the screen shows two rooms at a time. In the centre of the lower part of the screen there's a map of the building showing the positions of your droid team and the bombs. On the right there's a status box which shows anything the droid under your control is carrying.

The map window can be replaced by droid control icons. But I'll tell you about those later.

As well as bombs you'll find circuit boards scattered about. These have to be replaced in the buildings computer in order to get certain things in the building — like matter transporters and lights — working.

To remove the bombs from the building you will have to carry them to the exit and throw them out. There is not always a direct route out of the building, so you will have to throw the bomb between a number of droids to remove it.

The exit room is the only room with a door which leads to the outside.

Certain elements in each building will not function until you replace the corresponding circuit board in the computer room.

These include lights, matter transmitters and door or window openings. Some circuit boards are dummies and have no effect and others switch off obstructing forcefields.

You can move around the building in a number of different ways. Through the doors, dropping through hatches, sliding up and down poles, or using the matter transporters.

Moving around would be quite easy if it were not for the Guard Droids who have only one aim in life. To vapourise you. Fortunately for you we've got a games guide to *Deactivators* in the thing you found stuck to the front of this issue — and it tells you how to deal with the guards in no uncertain terms!

What with the guards, sideways — yes sideways — rooms, blocked exits and entrances and different gravities in each of the rooms things tend to get a bit weird from time to time. Most of the time to be more precise.

You see these buildings belong to a top secret research establishment — so they need different gravities in some rooms, and some of them just have to be sideways or upside down.

This makes controlling the droids and throwing things about reasonably difficult. OK, very difficult! You see as soon as you enter an upside down room your joystick controls get reversed. Which makes life interesting until you come to terms with it.

All the bombs in a building are set to go off in a sequence. If you are carrying an active bomb you will see the fuse burning in the status display. Be careful when throwing bombs as they can only withstand a limited number of impacts before they will explode.

Four control icons apear in the icon window. They are:

Droid select: Enables the selection of another droid by moving joystick left or right and pressing fire. Control is switched to this droid.

Throw: Enables the droid being controlled to throw a bomb or circuit board.

Scan: Alllows you to view all the rooms in a building.

Movement: Returns you to movement control of the currently activated droid.

A droid can only carry one object at a time. Trying to pick up a bomb whilst carrying anything else will cause the bomb to explode. To pick up either a bomb or a circuit board you move your droid over it.

To throw, press the fire button to open up the control icon window and select the bomb throw icon by pressing fire.

The display is replaced by a meter showing the angle and direction at which the throw will be made.

When a new level starts, you will be placed in droid select mode. This is shown by the flashing highlight on the map. By moving the joystick left and right. The cursor can be moved over all the available droids in the building. Pressing the fire button selects the droid. If the cursor is over two droids, then the droid shown hovering is the one available for selection.

In scan mode, moving the joystick in any of the four directions will move a cursor over the building map. Releasing the joystick will display the highlighted rooms. This mode will enable you to plan your routes and keep an eye out for any guards which might be lurking in adjacent rooms.

In building five, no scan mode is available until one of the circuit boards is replaced in the computer! Sneaky, eh?

Beginners may find the game looks complicated. It isn't so don't be put off. Take time to read the instructions and play through the first level which is really a training session for what comes later.

Using the icons is pretty simple — and gets simpler with practice. Don't try to pick up a circuit board when you're holding a bomb — or the other way around — because you'll end up one droid less if you do.

Throwing items around between different gravities is an art which again comes with practice. But you'll soon learn to position the droids effectively to catch items. Control passes automatically to the catcher.

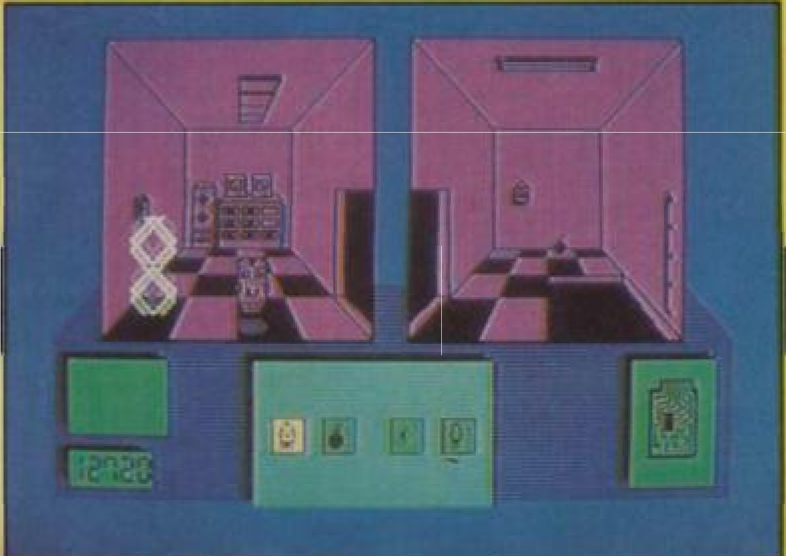
Successfully complete a building and you get an extra droid which can be placed at will in the next building to give you an extra edge.

Graphics are good and the sound on the 64 version is superb. Playability? Well it goes off the C+VG scale.

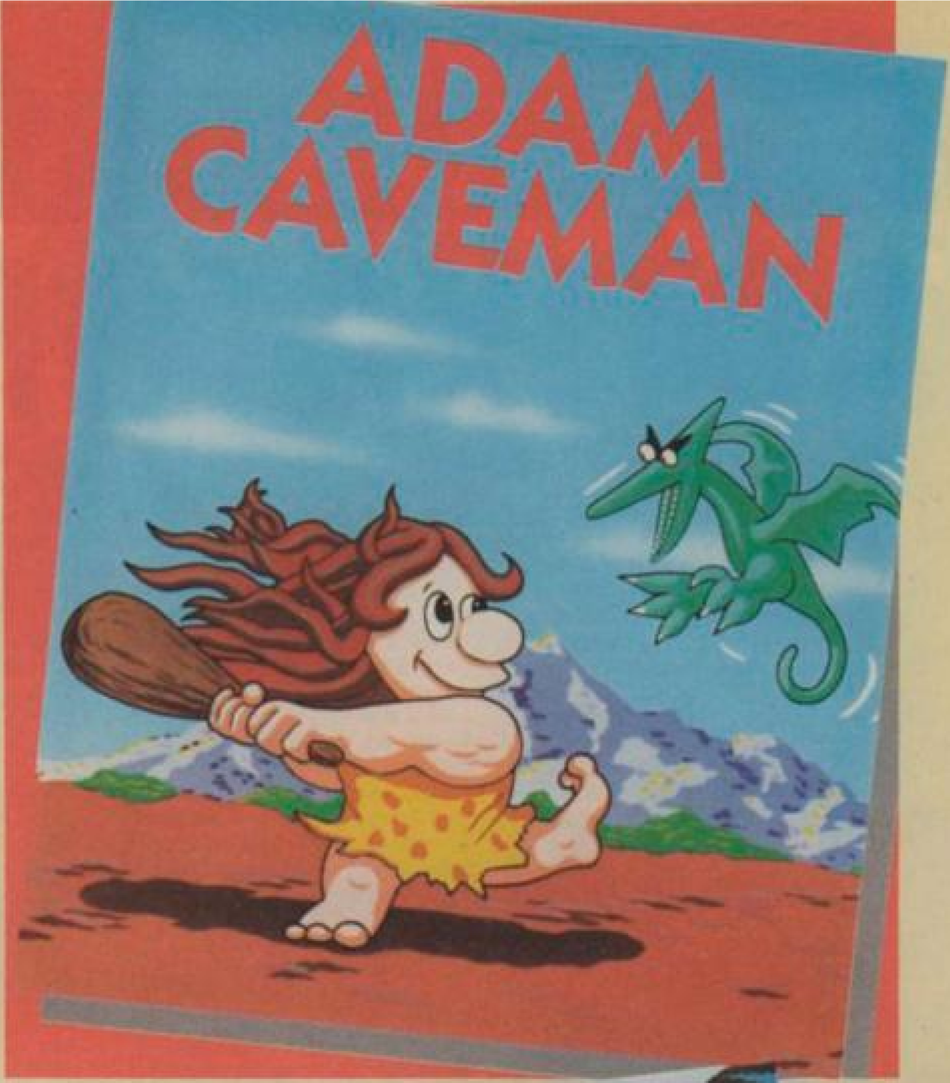
Deactivators is a demanding, challenging and original game. It requires quick thinking and fast reactions. I was hooked from the moment I started playing. *Deactivators* is destined to become a cult game. Get it.

Tim

	64	Spec/Ams
● **Graphics**	8	8
● **Sound**	9	7
● **Value**	9	9
● **Playability**	10	10



The mountains are waiting to claim you. Travel with us back in time to the Prehistoric Ages. Here you must guide Adam in his quest to rescue his wife from the clutches of the hostile mountain men. She is well guarded, the desert is crawling with mighty beasts, prehistoric birds roam amongst the caves, rugged savage mountain men will try to kill you as you enter the dead lands, there is no turning back from this nightmare journey. Can you succeed or will you perish like all those who went before you. A full colour 3D cartoon action packed arcade strategy spectacular.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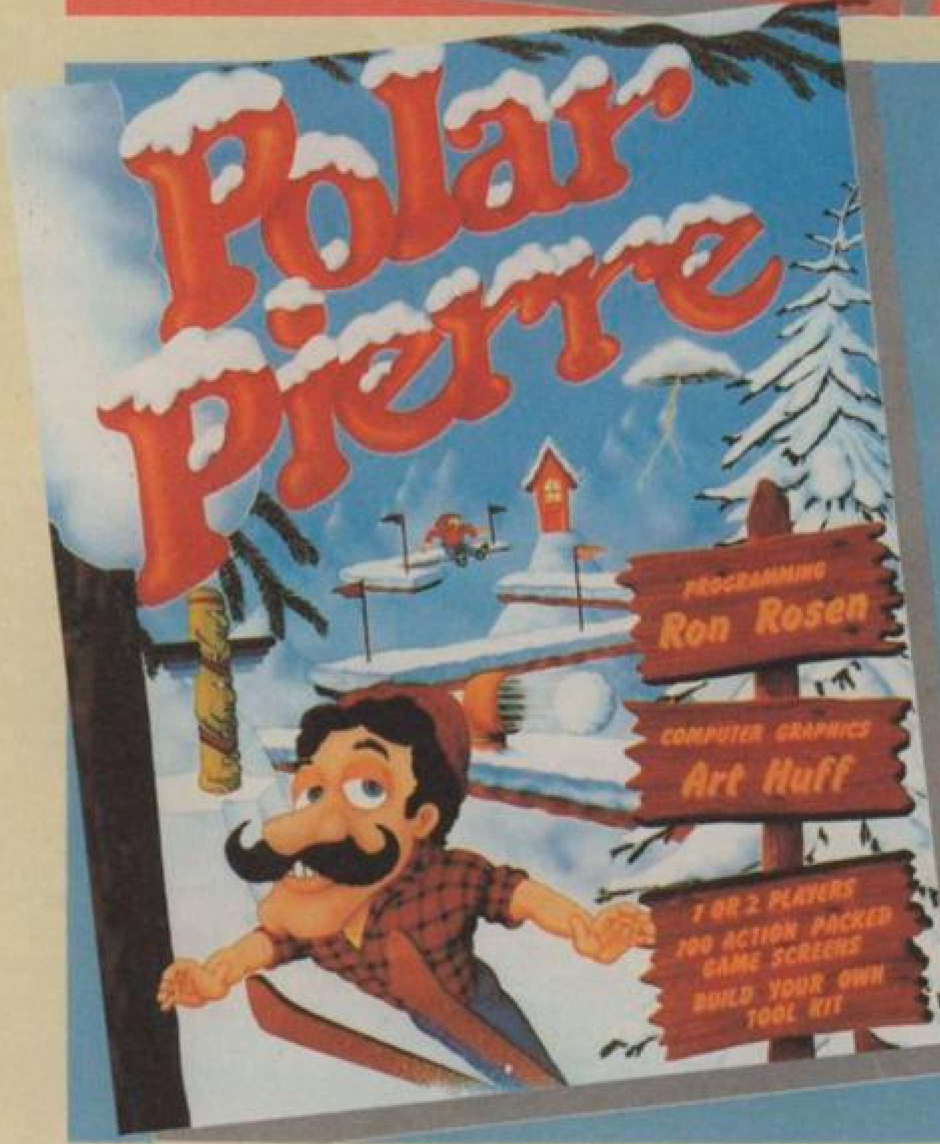
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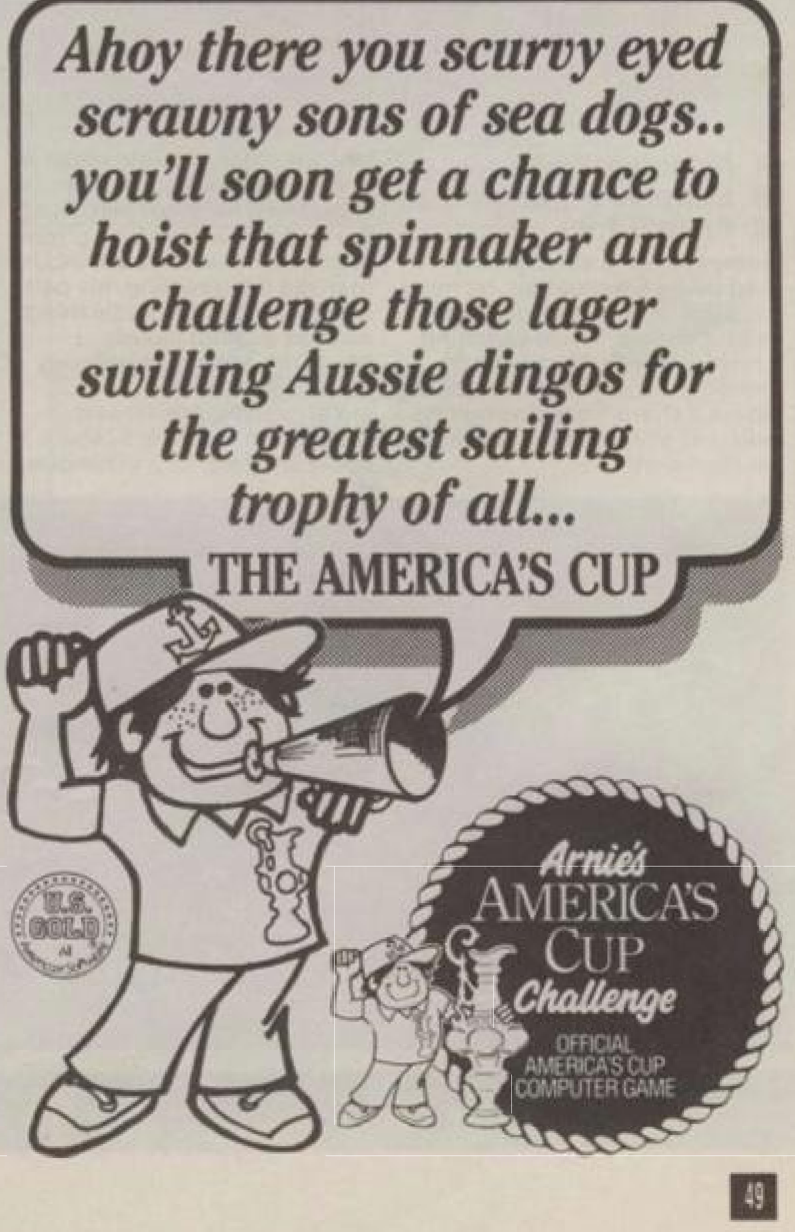
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HEAD COACH

- **Machine**: Spectrum
- **Supplier**: Addictive Games
- **Price**:£8.95

Have you got what it takes to win the Superbowl? If you're smug enough to say: "Yeah, of course," then you should try *Head Coach*. It's a humbling experience.

Kevin Toms and his Addictive Games outfit are trying to do for American Football what *Football Manager* has done for UK soccer. Will the U.S. version sell for as long as Kevin's original? Only time will tell — but there's no question about the time, effort and detail that programmer Simon Davies has put into this strategic simulation.

Head Coach is entirely menu driven. You begin the game at the master menu which allows you to do stuff like check your offense and defence line-ups, check skill levels, or simply go to the next match of the season. Oh yes, when you first start playing you can choose which team you wish to manage from the several divisions.

For the first "season" you are given a team to play with. Subsequent seasons allow you to actually set up a team of your own from scratch. You choose your offensive and defensive line-ups for the each match after checking up on your scout's report of your next opponent.

Getting the balance between offense and defence is crucial to success — so study your scout's report well.

Once the team is established it's out onto the astroturf for the action. This is depicted in similar fashion to that other popular U.S. Football game from Mind Games — you see the grid iron pitch and tiny players dash about on it at your command.

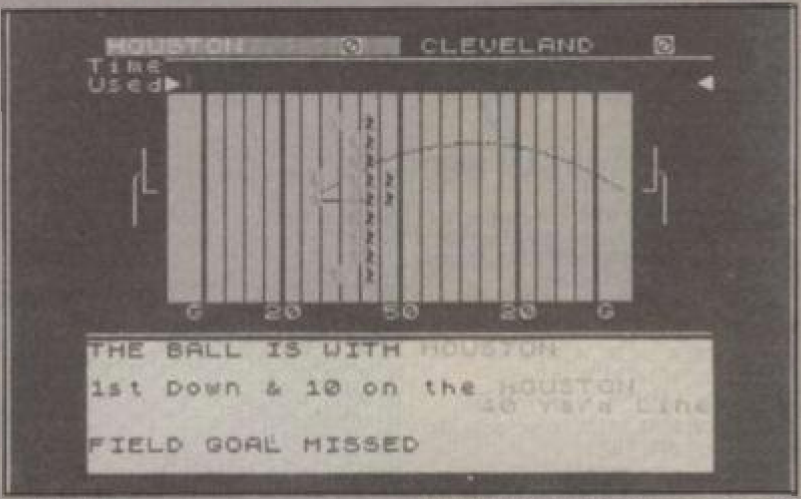
You have a limited choice of defensive and offensive plays which appear in menu form at the bottom of the screen. This is where your scouting report comes in useful — you should have a good idea what plays the oposition are likely to use against you. But beware — sometimes they throw in a surprise or two.

The irritating thing about this part of the game is that you only get two chances to move the ball ten yards — rather than four as in the real game.

Addictive say this is to speed things up. But sometimes you get carried away planning your game plan to the real rules that it's a real jolt to find your out of it after just two moves!

During the game you can also call up info on how your game plan is working out — how your moves failed or succeeded. This helps if you find yourself in a tight spot.

After the match is over it's back to the master menu where you can check up on your game statistics.



THE BALL IS WITH HOUSTON
1st Down & 10 on the HOUSTON 40 Yard Line
FIELD GOAL MISSED

At his stage you also get offered other players by other teams in a trading sequence — but you can't palm just any old player off on your opposition, your offer can be rejected. And don't take just anyone from the other teams either. Check their statistics before agreeing to anything! This is a useful stage if you've got an injured player in your squad.

The aim of the game is, of course, to reach the Superbowl. To do this you must win your division, get into the playoffs, emerge successful from this stage and go for the big one!

It's a long hard road and fortunately you can save the game at any stage.

After the first "season" you move into the "college draft" stage which enables you to rebuild your team during the off season. This is quite a tricky stage — again menu driven. Then it's back to the action again.

Only a couple of gripes — the two "downs" instead of four, irritating music and it would be nice to have a few real player names in the line ups instead of made up ones.

Head Coach will appeal to American Football fans with strategic minds and owners of Addictive's other classic soccer simulation. But there's STILL room for a decent arcade American Football game. Are you listening out there!?

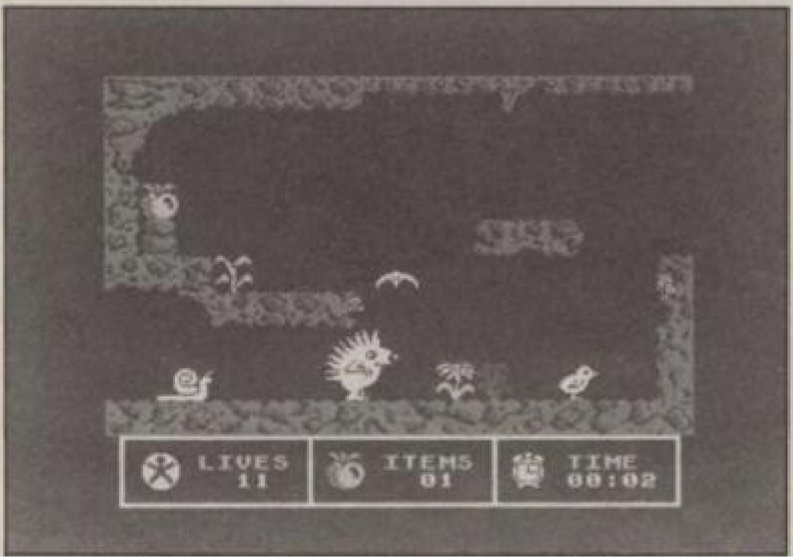
Tim

● **Graphics**	7
● **Sound**	5
● **Value**	9
● **Playability**	9

SPIKY HAROLD

- **Machine**: C64
- **Supplier**: Firebird
- **Price**: £1.99

Spiky Harold is a hedgehog. And being a hedgehog, he must prepare for hibernation when winter comes. While watching his pocket telly, Harold hears the weather man say something about a sharp frost closing fast and that all hedgehogs should be asleep by now.



Unfortunately, Harold isn't.

With only 24 hours until winter, Harold must trek along the hedgerow picking up food to eat, so he doesn't starve. Just to make it interesting, his path is blocked by unfriendly things, such as sulphur clouds, bouncing balls and peeping periscopes.

You must guide Harold though the chambers (about 57 in all) and help him in his quest for food.

When the game starts, you are treated to a nice version of 'Flight of the Bumble Bee' which keeps you in a jolly mood through the game.

On eating a piece of food, you get a lovely piece of animation as Harold's jaws open and "munch" down on it. On your travels you will find things such as grapes, apples, pears and even the odd glass of wine. If Harold drinks the wine, all his moves are reversed. This means that Harold is one stoned hedgehog!!!

The graphics are quite nice and well defined, but rather colourless. Harold is completely white, which is a bit strange because I thought all hedgehogs were brown. All the other creatures follow suit, although in different colours.

Sound is not of the highest quality but the tunes are very good, although the drums sound a bit strange.

This game has been converted from the Spectrum and it's easy to tell. This may put some 64 owners off, but for £1.99, you can't complain.

A nice game, if you like running around collecting things.

Chris

● **Graphics**	6
● **Sound**	7
● **Value**	9
● **Playability**	6

BIGTOP BARNEY

- **Machine:** Amstrad
- **Supplier:** Players
- **Price:** £2.99

There are times when you realise you've just wasted precious time. It felt like this

VELOCIPEDE II

- **Machine:** C64
- **Supplier:** Players
- **Price:** £2.99

Players, a reasonably new software house, has launched a game with a rather unusual title, *Velocipede II*!

While the game is loading, you have the chance to play another little game, which is quite simple, but fun nevertheless.

It was one of those "paint the squares" type and proved to be more fun than the main game in the end. Funny that.

The main game is all about a man called Mr Megafat who has just taken up a new hobby — cycling. However, as luck would have it, the roads home are very dangerous (he must live round my estate) and they are frequented by the usual nasty bugs, aliens, and general riff-raff.

Not wanting to die young, Mr M. has developed a new unicycle with a plasma cannon. Very handy . . . as you have probably worked out, you can use this cannon to dispense of the low-life which hassle you.

Now what you have to do is control Mr M. and his unicycle through four different scenarios, and get him safely home. Mr M. can make his cycle do jumps which will help you to cross various obstacles like lakes, ponds, and large holes in the ground. If, however, you do manage to get home, you go through the whole charade again, only harder.

The scenarios start and end at a bike shop. When you start, Mr M. wheels his pride 'n' joy out of the shop and leaps upon it. You finish the screen when you reach the next bike shop.

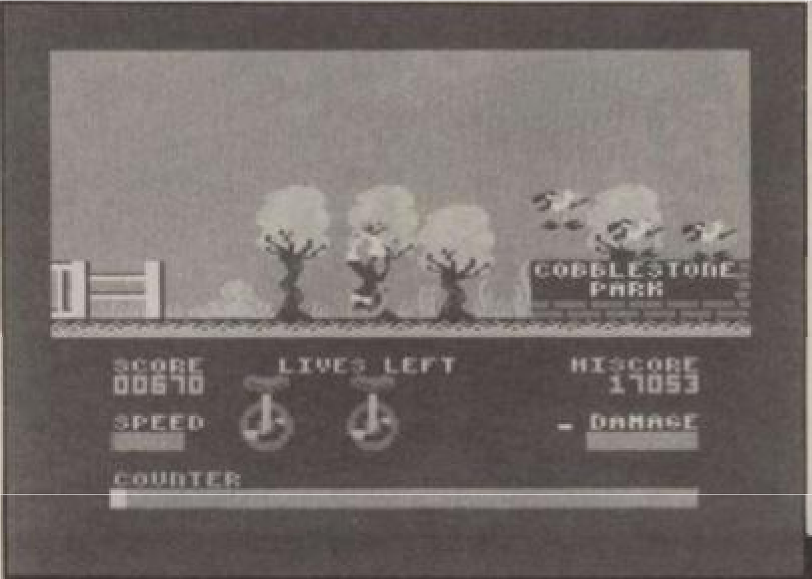
All the shops, by the way, have different names, like Mike's Bikes and Bill's Cycles.

No matter how many paragraphs I write on this game, it's not going to hide the fact that the game is really sad, and I mean SAD!

The graphics are colourful, but a little blocky, and the sound is in the form of a strange tune, which gets on your nerves extremely quickly.

Just a boring left to right scrolling game. Steer well clear.

Chris



● **Graphics**	5
● **Sound**	5
● **Value**	5
● **Playability**	2

HOLE IN ONE

- **Machine:** CBM 64
- **Supplier:** Mastertronic
- **Price:** £2.99

Hoping for a hole in one was perhaps a little optimistic. But I had hoped to keep my score under double figures for each hole. I guess golf just ain't my game.

In fact I hate the real thing, so it's funny why I quite like playing the various golf games that are around, Mastertronic's *Hole in One* included.

Unlike Ariolasoft's *Golf Construction Set* and *Leaderboard* from US Gold, *Hole in One* has just one course to play.

About the top two thirds of the screen is taken up with a view of the course and the golfer. The graphics are simple, but serve their purpose.

The lower part of the screen is taken up with details of hole, distance, par, club and wind direction.

There's a choice of 14 clubs, woods and irons to choose from. Perhaps part of my problem is that I haven't the faintest idea what each individual club is supposed to do. A one iron means absolutely nothing to me.

You take aim by moving an arrow back and forth across the top of the screen. Pressing the fire button fixes the direction the shot will hopefully go in.

The amount of power to the swing is made by moving the joystick to the left and then to the right. The time lapse between the two movements effects the amount of hook or slice on the ball.

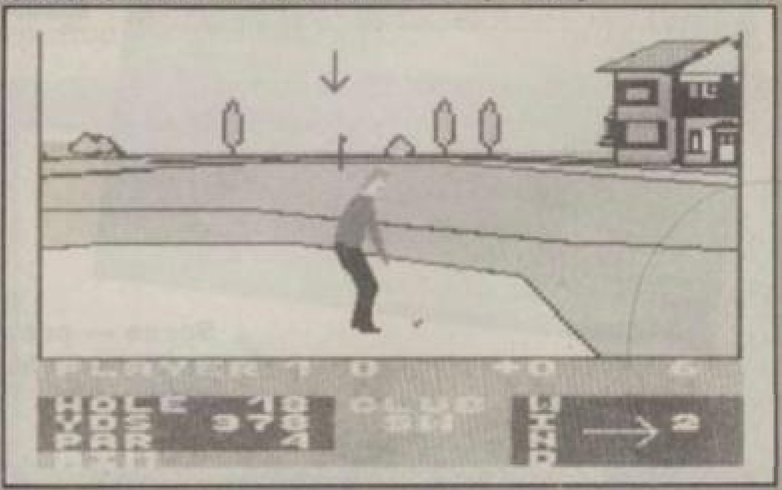
When the ball is 12 yards or under from the hole, the screen changes to an overhead view of the green.

The one major criticism of the game I have is that, although you're supplied with a course map on the inlay card, I kept losing my sense of direction, especially after hacking away at the ball in a clump of trees for a few shots. It would have been nice to be able to call up a map on the screen which shows your correct position. Still, what can you expect for £2.99?

All in all, *Hole in One* is fair fun for those who look back in fondness to the days when plus fours were fashionable (The Ed, for instance), or those who like to wear loud check trousers (our designer), or for those who just like a simple round of computer golf.

Paul

● **Graphics**	7
● **Sound**	6
● **Value**	8
● **Playability**	8



after playing *Bigtop Barney*.

It's simplistic, boring and graphically crude. But enough of the compliments, let's get down to the action.

You control Barney, a circus clown, who must perform four "death-defying" acts. Those foolish enough to undertake the acts could well face death — through boredom.

Act one sees the clown walking along a tightrope, leaping through hoops and jumping some really talented highwire walking canines.

Act two see Barney indulging in a spot of platform fun (boring), collecting balloons.

Act three has Barney riding a unicycle over an assault course of wooden platforms. And finally, act four has Barney on a trampoline, bouncing from one platform to another, swinging on ropes.

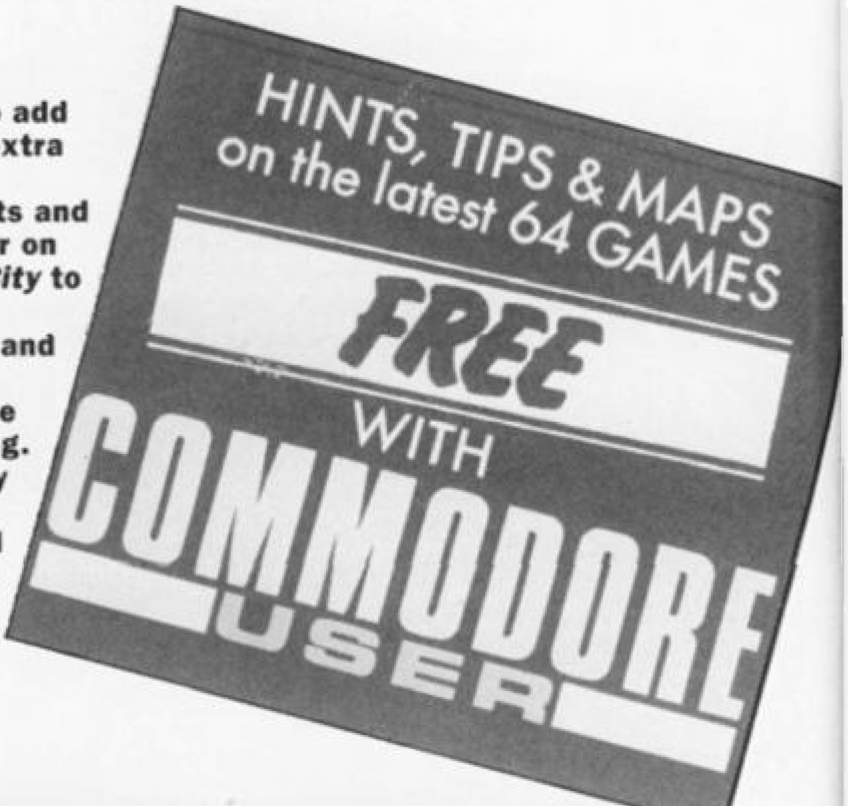
It's all very basic stuff that probably won't have looked much good four years ago.

It's all very mundane and gives budget software a bad name. *Bigtop Barney*? Bigflop Barney, more like.

Paul

● **Graphics**	5
● **Sound**	5
● **Value**	3
● **Playability**	4

NEXT


HINTS, TIPS & MAPS
on the latest 64 GAMES
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It's freebie time again and Commodore User is set to add value to your favourite magazine by giving you 24 extra pages of your favourite column — Play to Win.

This column has established itself as the leading hints and tips column in the business with scoops so far this year on *Ghosts and Goblins, Druid* and *Mercenary the Second City* to name but three.

Play to Win III is 24 pages of full colour maps, hints and tips of the toughest games around.

For security reasons we can't say what the games are going to be but they will be big, tough and frustrating.

Our crack team of tipsters have been beavering away through the Summer backed up by our regular game reviewers. Miss this one and we can guarantee you will be disappointed.

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"IT'S A ROUGH JOB, BUT..."

SCREEN SCENE

The Christmas launches are beginning to arrive. We already have copies of *1942, Jack the Nipper, Deactivators, Ghosts 'n' Goblins* on the C16, *Paperboy* with lots more promised. The November issue will have a mass of Screen Scene — occupying most of the extra pages left over by Play to Win — which is appearing as a super free booklet.

TYPE-INS

C16 type-ins are back. We are giving away a free game from Robcom's King Size 50 Game Pack. Robcom reckon you'll like the sampler so much you'll buy the company — er sorry, the tape.

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sold out. Order your
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Asterix

COMPETITION

Okay, Asterix fans, here's a competition with a difference — 14 of them, in fact.

We've been waiting a long time for Asterix and the Magic Cauldron, Melbourne House's computer game based on the famous cartoon character. But now it's here, we're celebrating with this spot the difference competition.

Printed here are two pictures of Asterix and his faithful companions Obelix and Dogmatix. They appear the same but, in fact, there are 14 differences. All you have to do is find them.

Frist prize is four specially cased Asterix books plus a six foot Asterix frieze for your bedroom wall.

The next 20 runners-up will get a copy of the game — which is available on the Commodore 64 and Spectrum.

Send your entries, together with the printed coupon, to Asterix Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 16th and the chief barbarian's decision is final.

Asterix and the Magic Cauldron is an arcade adventure ranging across 50 screens. It starts with Asterix queuing with other villagers to get a share of Getafix's magic potion, without which they would fall under the power of the Roman army. Obelix, who fell into the magic potion when a baby and now is permanently under the potions influence, becomes angry when Getafix refuses to give him any. He kicks the cauldron which shatters into eight pieces and flies in all directions.

Asterix and his pals must find the pieces. It means they will have to venture right into Roman camps and strongholds. And that could prove very dangerous.

ASTERIX COMPETITION

Name ______________________________

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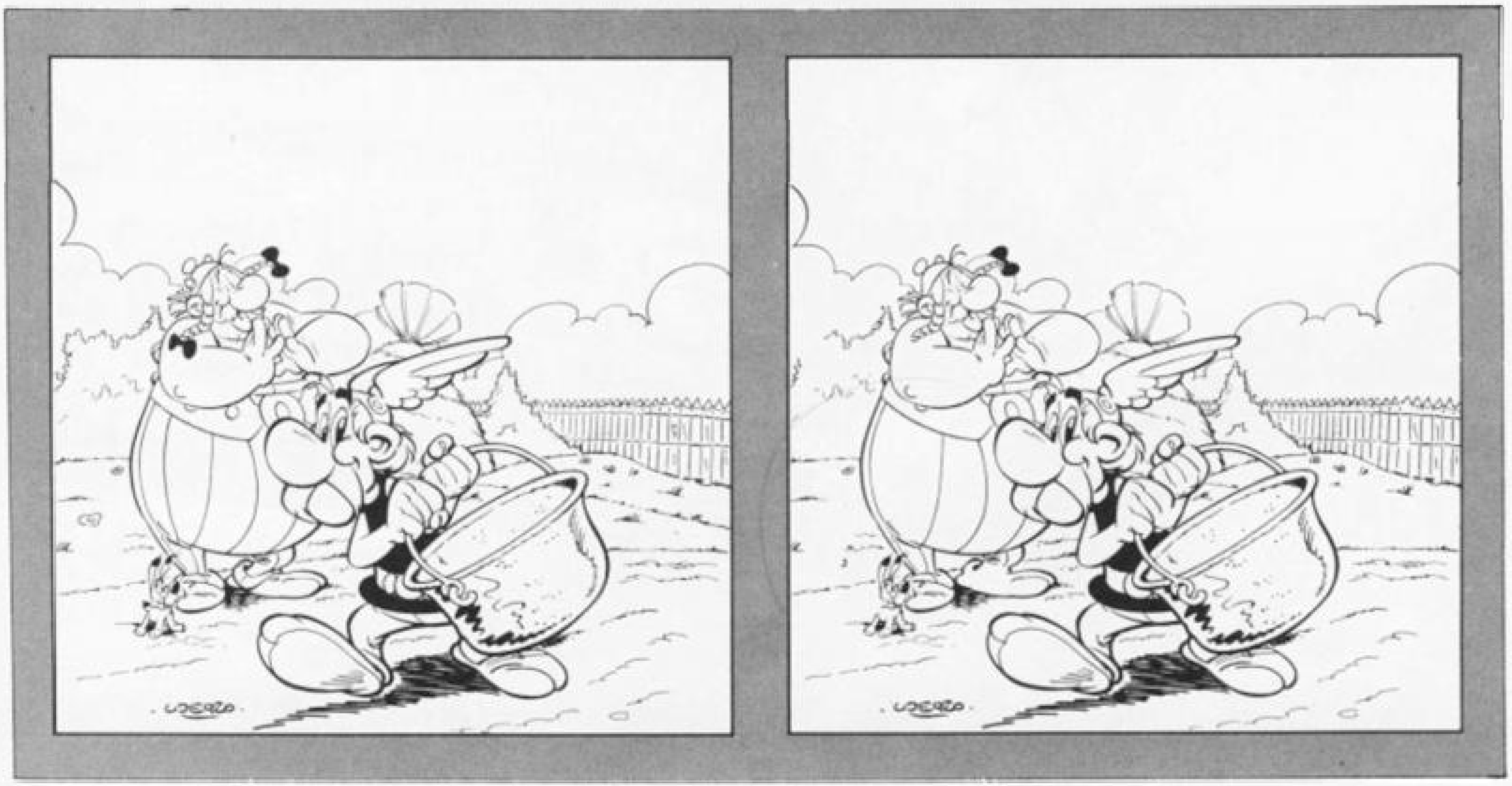
Please indicate which computer you have.

Spectrum ☐ Commodore 64 ☐



Any more realistic and you'd need insurance to ride it.

There are two guys in front. One coming up from behind. And another just off your elbow. The screams of the bikes are deafening.

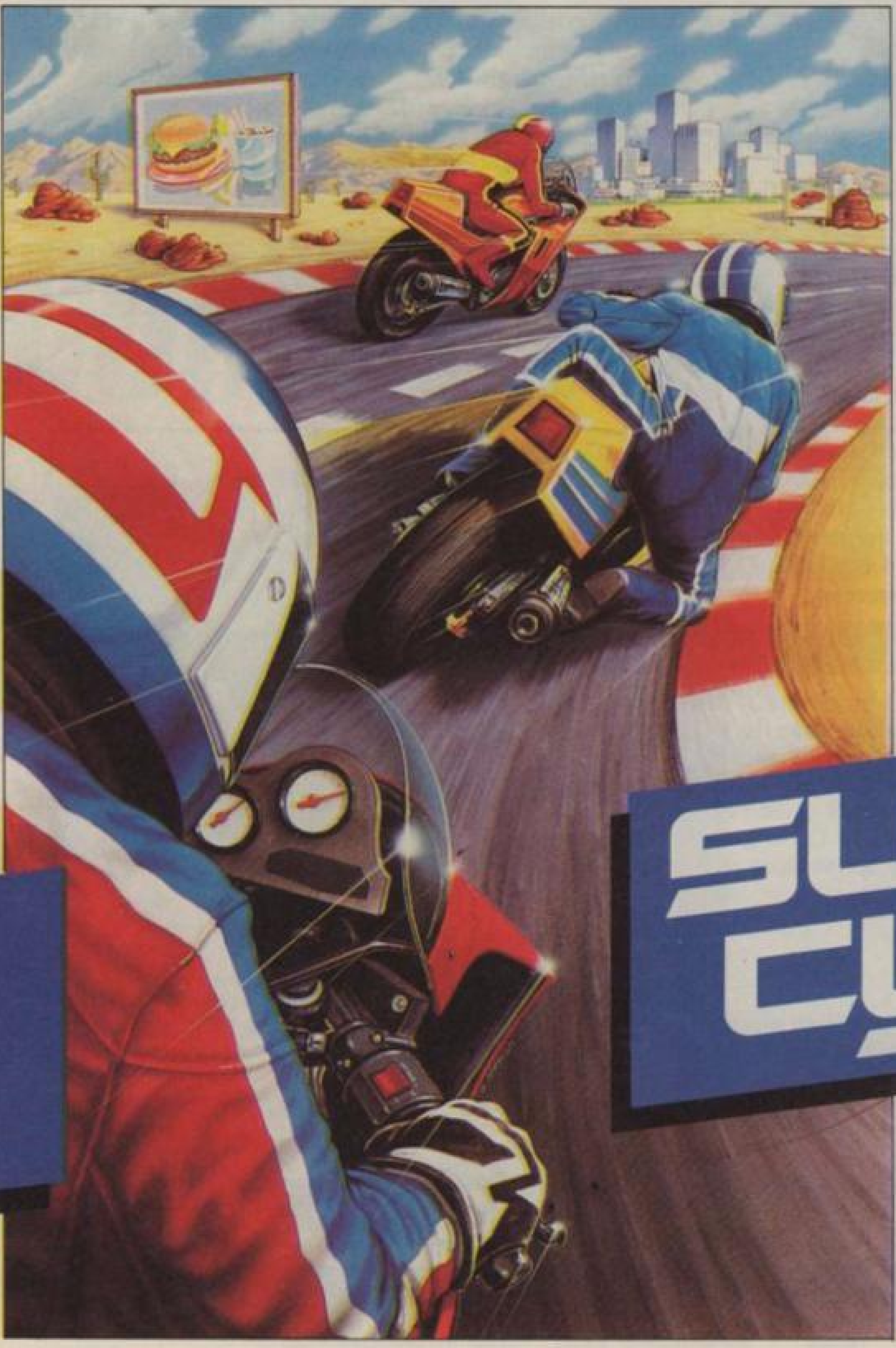
The wind is pulling your face off your head. Your adrenaline is pumping like Hoover Dam.

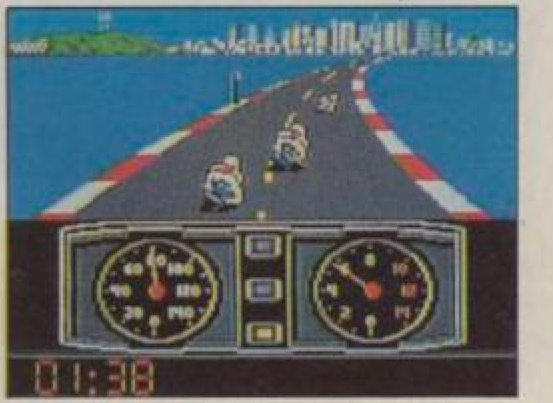
You kick your bike to the right. He's bumped. He's flying. You push on.

Take your eyes off the road for a millisecond, and you could end up a *part* of the road.

It's all a blur. No time to think. You've just gotta pump it. The next turn's the steep one. Bank, bank! The curve's wide open, but the screeching wheels of the bike in front are kicking gravel right in your...your...

You hear a phone. A phone? Hey, wait a minute. This isn't a bike. It's a chair. It all comes back now. Yes. You're home. The pizza's here. The computer's on. Looks like it's going to be another quiet night after all.





On Super Cycle™ If it were any more realistic, you'd need insurance to ride it.

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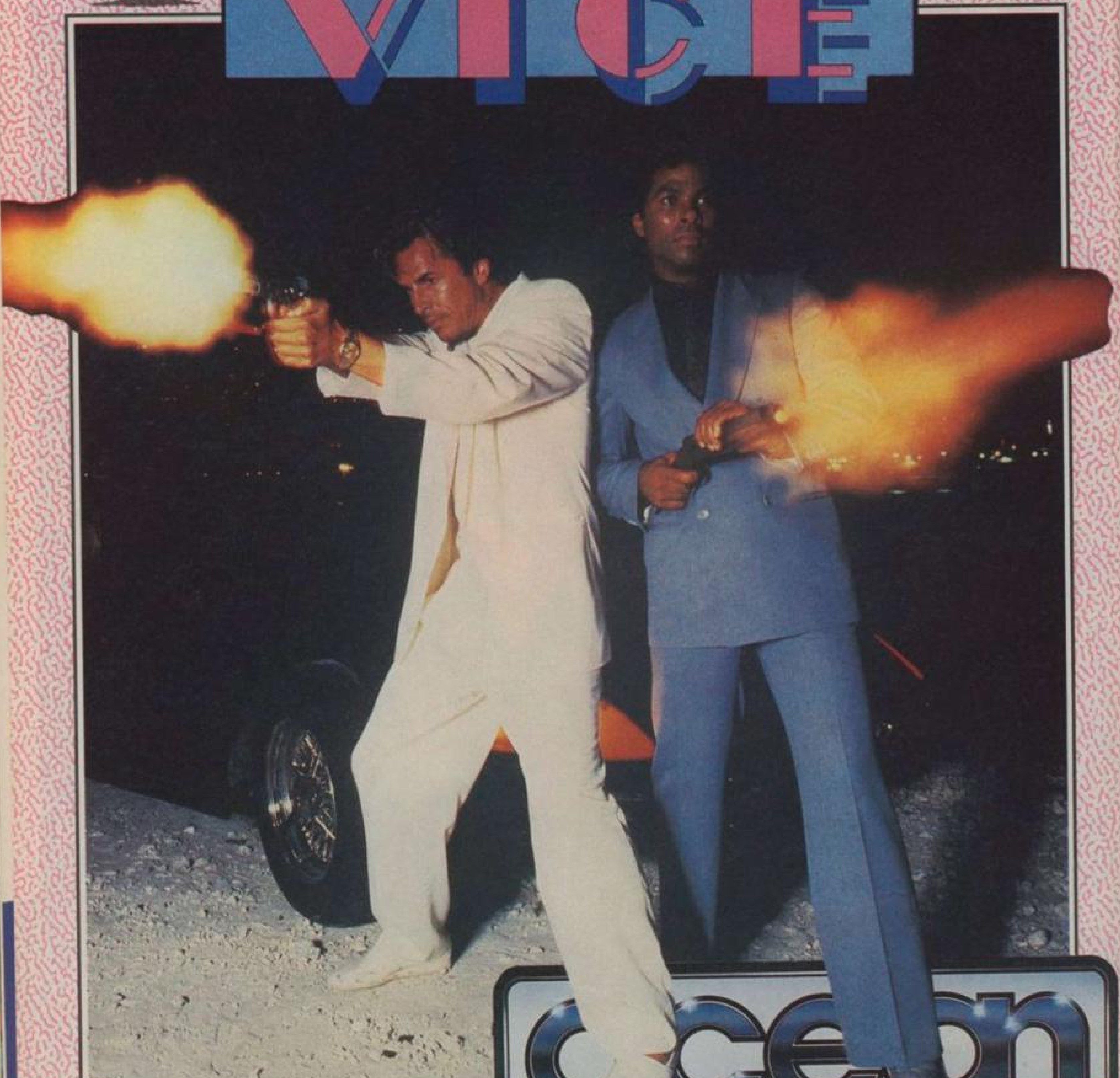

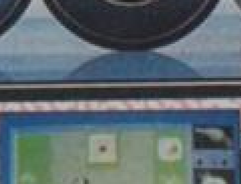

Crocket and Tubbs have heard the word on the streets – a contraband shipment is due in town. Get in the right place at the right time and you'll find your contact into the underworld. Its a mean scene – shoot first and you'll lose the news, but keep your finger on the trigger or you'll be the news!

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HARRIET'S LAST BATH

HARRIET'S LAST BATH
by Roy Turner

Roy Turner is the dad of a famous son — Steve Turner, the man who is responsible for those brilliant arcade adventures — including Avalon and Dragontorc and the ultra zappy Quazatron. So see if you notice the Turner touch.

The rich and beautiful Harriet has been found dead in her bath at her country house. What happened? Was it an accident? Suicide? Of could it have been murder?

As the detective investigating the circumstances of Harriet's demise, you have to decide.

Eight people were staying at Harriet's house when her death occurred — Bessie, George, Arthur, Hennie, William, Lily, Jannie and Mervyn.

You can quiz then, asking questions about their feelings, finance, work, suspicions and whereabouts when the body was found.

But all you get are three chances to decide what happened. Was it an accident, suicide or do you feel there is enough evidence to arrest someone for murder?

These options appear on the main menu. If you arrest someone you will have to support your case.

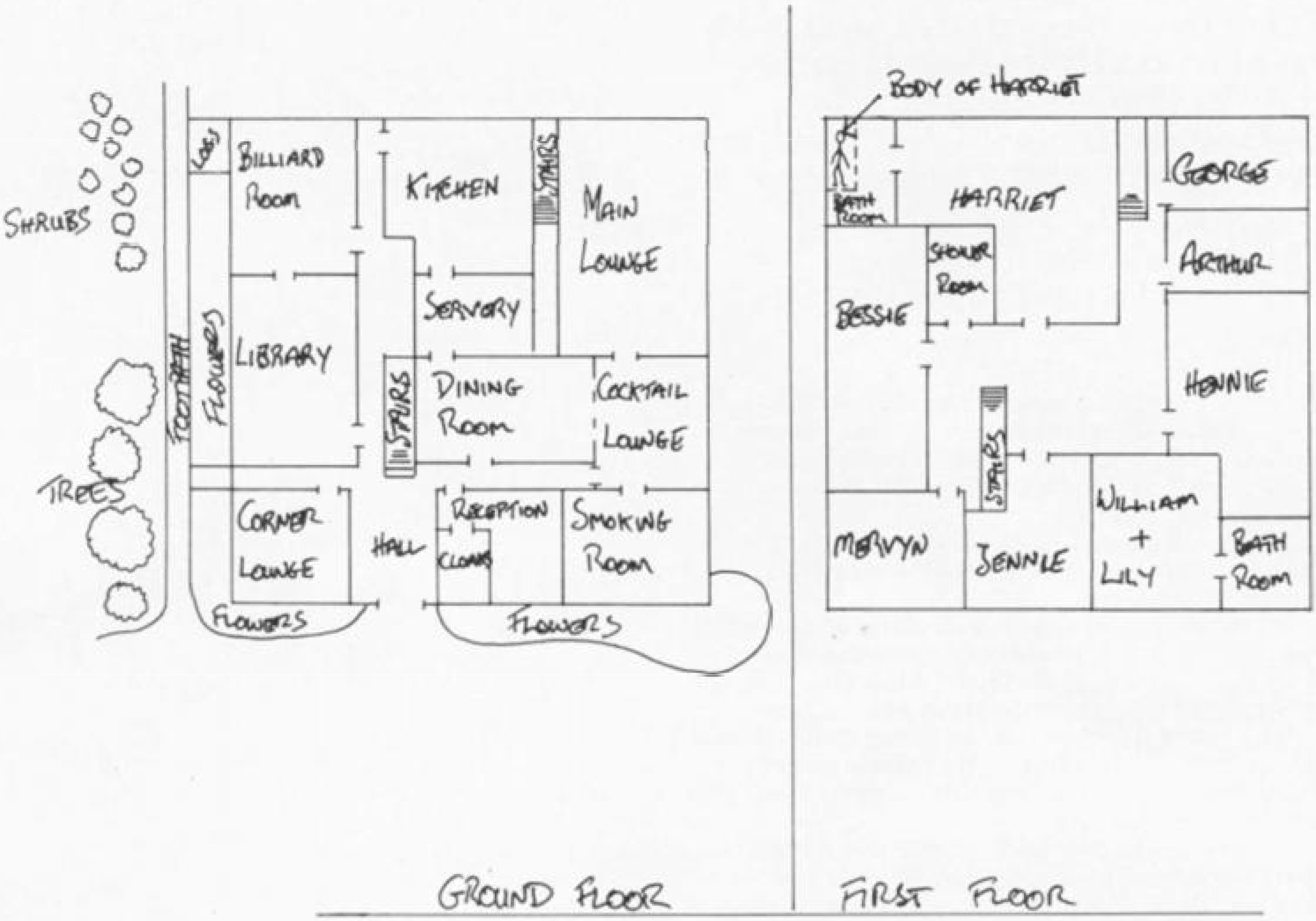
To leave a room or finish questioning someone, press enter without inputting anything and you will return to the main menu. On some screens you are required to enter the name of an object, subject or person. Use the first three letters of the name as used by the program. For example, to examine a cupboard enter "CUP". To ask someone about their shoes enter "SHO".

Now the suspects are assembled in the lounge. They nervously await your revelation. Who was involved in the foul play? What have you pieced together? Is there a murderer in their midst?

Meanwhile, if you fail to track the mystery of Harriet's last bath, we will be publishing the full solution at a later date.

Good Sleuthing.

```
   3 LET S=0: LET X=0: LET L=0
   5 PAPER 1: BORDER 1: INK 7: C
LS : PRINT ,,,,"      HARRIET'S L
AST BATH        ": PRINT : PRINT
,,,,"        by ROY J TURNER.": F
OR K=1 TO 5: BEEP .6,18: BEEP .7
,14.5: NEXT K
   6 LET E$="THE RICH,LOVELY HAR
RIET IS DEAD,FOUND IN HER BATH I
N HER COUNTRY HOUSE. YOU HAVE TO
 INVESTIGATE. WAS IT AN ACCIDENT
? OR SUICIDE? OR...MURDER? GOOD
SLEUTHING"
   7 GO SUB 535
   8 PRINT : PRINT "PRESS ANY KE
Y TO CONTINUE"
  50 IF INKEY$="" THEN  GO TO 50
  60 CLS : PRINT AT 10,0;"0=SUIC
IDE",,"1=ARREST",,"2=ACCIDENT",,
"3=VIEW",,"4=QUESTION"
  70 INPUT "WHAT DO YOU WANT TO
DO NOW?" ;A
  75 IF A>4 THEN  GO TO 70
  76 CLS : GO TO 80+A
  80 GO TO 9060
  81 GO TO 2100
  82 GO TO 9065
  83 GO TO 1000
  84 GO TO 2000
  85 GO TO 3000
 530 REM WORD PROCESSOR
 535 PRINT
 537 IF LEN E$>32 THEN  GO TO 54
5
 540 IF LEN E$<=32 THEN  PRINT E
$;".": RETURN
 543 GO TO 537
 545 LET C=0
 550 IF C=32 THEN  GO TO 575
 555 LET F$=E$(32-C)
 560 IF E$(33-C)=" " OR F$="," O
R F$="." OR F$=":" OR F$=";" OR
F$="?" OR F$=CHR$ 11 THEN  GO TO
 580
 565 LET C=C+1
 570 GO TO 550
 575 LET C=0
 580 PRINT E$( TO 32-C)
 585 LET E$=E$(33-C TO )
 590 IF E$(1)=" " THEN  LET E$=E
$(2 TO )
 595 GO TO 537
1000 LET O$=" ROOM": PRINT AT 0,
0;"0=LIBRARY"'"1=DINING";O$'"2=C
OCKTAIL LOUNGE"'"3=LOUNGE"'"4=SM
OKING";O$'"5=CORNER LOUNGE"'"6=B
ILLIARD";O$
1002 PRINT "7=REC.";O$'"8=HALL
13=SHOWER"'"14=THE RAND'S BATH",
1003 PRINT "15=MERVYN'S";O$'"16=
BESS'S";O$';"17=JENNY'S";O$'"18=
GEORGE'S";O$';"19=HENNIE'S";O$';
"20=ARTHUR'S";O$'"21=THE RANDS'"
;O$'"22=CLOAKROOM"'"23=OUTSIDE"
```


SHRUBS
TREES
FOOTPATH
FLOWERS
LOOS
BILLIARD ROOM
KITCHEN
STAIRS
MAIN LOUNGE
SERVERY
LIBRARY
DINING ROOM
COCKTAIL LOUNGE
CORNER LOUNGE
HALL
RECEPTION
CLOAKS
SMOKING ROOM
FLOWERS
FLOWERS
GROUND FLOOR
BODY OF HARRIET
BATH ROOM
HARRIET
GEORGE
SHOWER ROOM
ARTHUR
BESSIE
HENNIE
STAIRS
WILLIAM + LILY
MERVYN
JENNIE
BATH ROOM
FIRST FLOOR

HARRIET'S COUNTRY HOUSE

```
1004 INPUT "VIEW WHERE? ";A: IF
A>23 THEN  GO TO 1004
1006 CLS : GO SUB 4000+A+A
1008 GO SUB 535
1009 INPUT "PRESS ENTER TO LEAVE
"," EXAMINE ";A$
1010 IF A$="" THEN  GO TO 60
1015 GO SUB 3000
1020 RESTORE 9500: GO SUB 1025
1021 IF M$="END" THEN  GO SUB 50
80: GO TO 1008
1022 GO SUB C+C+5000: GO TO 1008
1025 LET A$=STR$ A+A$
1027 LET C=0
1030 READ M$
1035 IF M$="END" THEN  GO TO 105
0
1040 IF M$<>A$ THEN  LET C=C+1:
GO TO 1030
1050 RETURN
2000 PRINT "0. DOCTOR",,"1. JENN
IE",,"2. MERVYN",,"3. WILLIAM &
LILY RAND","4. HENNIE",,"5. ARTH
UR",,"6. GEORGE",,"7. BESSIE"
2010 INPUT "WHO DO YOU WANT TO Q
UESTION? ";A
2020 IF A=0 THEN  GO TO 2070
2030 GO SUB 4045+A+A
2040 GO SUB 535
2050 INPUT "WHAT DO YOU WANT TO
ASK ABOUT?  FINANCE,WORK,FEELING
S,SUSPICIONS,WHEREABOUTS WHEN BO
DY FOUND,     HOBBIES,PROBLEMS OR
 ANY OBJECT YOU HAVE SEEN ..ENTE
R AT LEAST 3 LETTERS OF SUBJECT
 ";A$
```

```
2054 IF A$="" THEN  GO TO 60
2055 GO SUB 3000
2058 RESTORE 9600: GO SUB 1025
2059 IF M$="END" THEN  GO SUB 90
00: GO TO 2040
2060 GO SUB C+7000: GO TO 2040
2070 INPUT "DO YOU WANT TO KNOW
ABOUT HER   HEALTH,MY OPINION,MY
 EXAMINATION OR ANY SPECIFIC CAU
SE OF DEATH?   ";A$
2074 IF A$="" THEN  GO TO 60
2075 GO SUB 3000
2078 RESTORE 9700: GO SUB 1025
2079 IF M$="END" THEN  GO SUB 90
00: GO TO 2090
2080 GO SUB C+8002
2090 GO SUB 535: GO TO 2070
2105 FOR Z=1 TO 5: FOR G=1 TO 2:
 FOR H=1 TO 4: BEEP .03,24: NEXT
 H: PAUSE 6: NEXT G: PAUSE 50: N
EXT Z: FOR K=1 TO 5: BEEP .6,18:
 BEEP .7,14.5: NEXT K
2107 LET S=0
2110 INPUT "Who do you want to a
rrest? ";a$
2120 LET A=0: GO SUB 2200
2130 INPUT "What method? ";a$
2132 GO SUB 2200
2140 INPUT "What item was used?
";A$
2150 GO SUB 2200
2155 INPUT "What motive? ";a$
2157 GO SUB 2200
2160 INPUT "What item did only t
he murderer know about? ";a$
2163 GO SUB 2200
2165 IF S<>5 THEN  GO TO 2180
2170 CLS : PRINT "WELL DONE!
YOU'VE CRACKED IT! YOU ARE A FIR
ST CLASS DETECTIVE! FAME AND PRO
MOTION IS IN STORE FOR YOU!": ST
OP
2180 LET E$="OH DEAR! PRISONER R
ELEASED WITH APOLOGY! YOUR CASE
IS NOT STRONG ENOUGH": GO SUB 53
5
2190 LET L=L+1: GO SUB 2190+L: G
O TO 7
2191 LET E$="THE CHIEF IS NOT PL
EASED": RETURN
2192 LET E$="THE CHIEF IS FURIOU
S": RETURN
2193 LET E$="YOU ARE THROWN OUT
OF THE FORCE IN DISGRACE": GO SU
B 535: STOP
2200 RESTORE 9800: GO SUB 1025
2210 IF M$<>"END" THEN  LET S=S+
1
2215 LET A=A+1
2220 RETURN
3000 PRINT : PRINT A$: IF LEN A$
>3 THEN  LET A$=A$(1 TO 3): RETU
RN
```

```
4000 LET E$="YOU SEE BOOKSHELVES
,TWO WRITING TABLES,CHAIRS,THREE
 ARMCHAIRS AND SETTEE,ALL WITH C
USHIONS. THERE IS A DISPLAY-CASE
 ABOVE THE BOOKS.LOGS ARE STACKE
D BY FIREPLACE ": RETURN
4002 LET E$="YOU SEE TWO LARGE R
OUND TABLES SURROUNDED BY CHAIRS
.SIDEBOARD,COCKTAIL BAR,SERVING
TROLLEY AND SLIDING GLASS DOORS
LEADING TO COCKTAIL ROOM": RETUR
N
4004 LET E$="YOU SEE PHOTOS ON W
ALL.WICKER CHAIRS ARE AROUND SMA
LL LOW TABLES.DRINKS AND GLASSES
 CABINETS ON ONE SIDE AND A GLAS
S SIDE OF ROOM LOOKS OUT ONTO RO
SE GARDENS": RETURN
4006 LET E$="YOU SEE 2 SETTEES,
SEVERAL ARM CHAIRS,2 SMALL BOOKC
ASES AND SOME PAINTINGS ON WALLS
.TV,VIDEO AND HI FI EQUIPMENT":
RETURN
4008 LET E$="YOU SEE EASY CHAIRS
 WITH CUSHIONS,COFFEE TABLES WIT
H MAGAZINES AND ASH TRAYS ALSO A
 CARD TABLE AND CARDS.A CABINET
IS AGAINST WALL": RETURN
4010 LET E$="YOU SEE FIRESIDE CH
AIRS WITH CUSHIONS,A LARGE,LOW C
ENTRE TABLE AND A CHESS TABLE WI
TH  CHESS SET PIECES STANDING ON
 IT.A SMALL PIANO IS IN THE CORN
ER": RETURN
4012 LET E$="YOU SEE SMALL LOUNG
E CHAIRS AROUND THE WALLS,A TROP
HY CABINET AT ONE END.  SOME PHO
TOGRAPHS ARE FRAMED ON WALLS ALS
O SOME SOUVENIERS FROM TRAVELS.
THE ROOM OVERLOOKS SIDE PATH AND
 SHRUBS": RETURN
4014 LET E$="YOU SEE A SETTEE AN
D 4 EASY CHAIRS,RADIO ON SIDEBOA
RD,SMALL TELEVISION,COFFEE TABLE
 AND FISH TANK": RETURN
4016 LET E$="YOU SEE A STATUE IN
 CORNER,TWO HUGE POT PLANTS ON E
ITHER SIDE ALSO A GRANDFATHER-CL
OCK": RETURN
4018 LET E$="YOU SEE USUAL FITTI
NGS,FURNITURE AND EQUIPMENT WITH
 DOORS TO REAR GARDEN TO SERVERY
 AND TO CORRIDOR": RETURN
4020 LET E$="YOU SEE FOOD WARMER
S,CONTAINERS AND CUTLERY AND CRO
CKERY WITH LARGE HATCH TO DINING
 ROOM": RETURN
4022 LET E$="YOU SEE A DOUBLE BE
D WITH  CABINETS AND LAMPS ON,DR
ESSING TABLE WITH STOOL, DRAWERS
,2 ARMCHAIRS,2 SMALL UPRIGHT CHA
IRS,LINEN-BASKET AND HUGE CUPBOA
RD ACROSS ONE SIDE OF ROOM": RET
```

```
URN
4024 LET E$="YOU SEE THE BATH NE
XT TO WINDOW,HIGH WALLSHELF OVER
 END.CABINET,LINEN-BASKET,CHAIR,
WASHBASIN AND W.C.,MIRROR.THE NA
KED BODY IS STILL IN THE BATH WI
TH THE HEAD SUBMERGED. AN ELECTR
IC FIRE IS IN THE WATER": RETURN

4026 LET E$="YOU SEE HANDBASIN W
ITH MIRROR,CABINET,W.C. ETC": RE
TURN
4028 LET E$="YOU SEE A BATH SINK
 ETC": RETURN
4030 LET E$="YOU SEE A PRIVATE S
HOWER ROOM,SINGLE BED,LOCKER AND
 COMBINATION WARDROBE-DRESSING T
ABLE AND CHAIR WITH JACKET DRAPE
D OVER IT": RETURN
4032 LET E$="YOU SEE SHOWER ROOM
,BUILT IN CUPBOARD,BED,LOCKER,SE
TTEE,ARMCHAIR TELEVISION AND RAD
IO": RETURN
4034 LET E$="YOU SEE SHOWERROOM,
BED,DRESSING TABLE AND CHAIR AND
 CUPBOARD": RETURN
4036 LET E$="YOU SEE THE SMALL G
UEST ROOM WITH WASH BASIN,WARDRO
BE,DRESSING-TABLE,SMALL CHAIR AN
D BED": RETURN
4038 LET E$="THE ROOM OVERLOOKS 
EAST LAWNS.BED,BEDSIDE CABINET,D
RESSING TABLE,WARDROBE, AND CHAI
R COMPRISES FURNITURE.IT HAS A S
HOWER ROOM": RETURN
4040 LET E$="YOU SEE A BED, DRES
SING-TABLE AND WARDROBE": RETURN

4042 LET E$="THE ROOM IS A LARGE
 DOUBLE ONE WITH PRIVATE BATHROO
M,DOUBLE BED AND SUITE ALSO SMAL
L TABLE AND 2 CHAIRS": RETURN
4044 LET E$="CLOAKROOM HAS WASHB
ASIN,W.C.,MIRROR AND HOOKS FOR C
OATS": RETURN
4046 LET E$="THERE IS A LIGHT FA
LL OF SNOW OVER THE LAWNS AROUND
 THE HOUSE. THERE IS A PATH  RUN
NING ALONG THE WALL OF THE HOUSE
 BY SOME FLOWERBEDS UNDERNEATH H
ARRIETS BATHROOM WINDOW": RETURN

4047 LET E$="SHE IS NEARLY 21 YE
ARS,TALL,BRUNETTE,WELL SPOKEN,PO
LITE AND SMARTLY DRESSED. VERY P
OISED AND INTELLIGENT.IN A QUIET
 WAY IS FIRM AND CAPABLE. SHE LO
OKS STUNNED DY THE DEATH": RETUR
N
4049 LET E$="HE IS A SMOOTH,CARE
FREE,TALL AND GOOD LOOKING MAN I
N EARLY TWENTIES.JOKES A LOT AND
 IS A CASUAL BUT TIDY DRESSER. O
UTDOOR SPORTING TYPE": RETURN
4051 LET E$="HE IS IN HIS MID 60
'S IS PAUNCHY WITH A HEN-PECKED 
LOOK. WELL DRESSED,SPEAKS WITH E
XAGGERATED POSH ACCENT. UNIMPRES
SIVE ALTHOUGH TRYING ALL THE TIM
E TO IMPRESS. SHE IN HER LATE 50
'S IS A HARD WOMAN CRITICAL OF A
LL AROUND HER. SHE WEARS TOO MUC
H MAKE-UP. SHE OVERDRESSES IN EX
PENSIVE CLOTHES": RETURN
4053 LET E$= "HARRIET'S SISTER H
AS A SAD,QUIET,GRIM WAY ABOUT HE
R. OBVIOUSLY NOT ABLE TO MATCH H
ER SISTER IN LOOKS,DRESS OR ABIL
ITY IN COPING WITH LIFE IN GENER
AL.PLAIN IN ALL WAYS": RETURN
4055 LET E$="HE IS A FLASHY EXTR
OVERT DISLIKED BY MEN BUT ATTRAC
TIVE TO WOMEN WHO LIKE HIS ABILI
TY TO TELL A TALE AND MAKE THEM 
LAUGH. GOOD LOOKING,TRIM AND FIT
 FOR HIS 63 YEARS. EXUDES ABILIT
Y AND CONFIDENCE": RETURN
4057 LET E$="HE IS A FLASHY EXTR
OVERT DISLIKED BY MEN BUT ATTRAC
TIVE TO WOMEN WHO LIKE HIS ABILI
TY TO TELL A TALE AND MAKE THEM 
LAUGH. GOOD LOOKING,TRIM AND FIT
 FOR HIS 63 YEARS. EXUDES ABILIT
Y AND CONFIDENCE": RETURN
4059 LET E$="SHE IS A YOUNG 60 Y
EAR OLD ,A PERFECT COMPANION FOR
 HARRIET. PLEASANT LOOKING AND S
POKEN WITH A FRIENDLY HELPFUL MA
NNER TO ALL. NEVER PUSHY BUT ALW
AYS SUPPORTIVE AND LOYAL. VERY C
OOL AND CAPABLE": RETURN
5000 LET E$="WOMAN'S PRINTS UP T
O BUSHES ARE SMALL AND FRESH.THE
Y DO NOT RETURN. MAN'S AMONG SHR
UBS  ARE LESS DISTINCT AND ARE A
 SIZE NINE.MAN'S PRINTS TO AND F
ROM LOGSTORE ARE SIZE 11. ANOTHE
R MAN'S SET OF PRINTS,SIZE 9,LEA
D AWAY FROM THE WALL": RETURN
5002 LET E$="FOOTPRINTS GO BACK 
AND FORTH - LAUREL MOVING-DISTUR
BED BY SOMETHING": RETURN
5004 LET E$="YOU MAKE OUT A FIGU
RE BEHIND A BUSH...SHE STEPS OUT
...IT IS HENNIE! CAME TO FEED BI
RDS AND SHUT LOGSTORE THAT WAS L
EFT OPEN": RETURN
5006 LET E$="SNOW BETWEEN SOME B
RICKS BENEATH HARRIET'S BATHROOM
 WINDOW APPEARS SCUFFED AND DIST
URBED": RETURN
5008 LET E$="A SYRINGE LIES INSI
DE": RETURN
5010 LET E$="PHOTOS ARE OF HOLID
AYS ABROAD. ONE SHOWS GEORGE,HAR
RIET AND ARTHUR IN CLIMBING GEAR
.ANOTHER WITH THEM HOLDING HUNTI
NG RIFLES": RETURN
```

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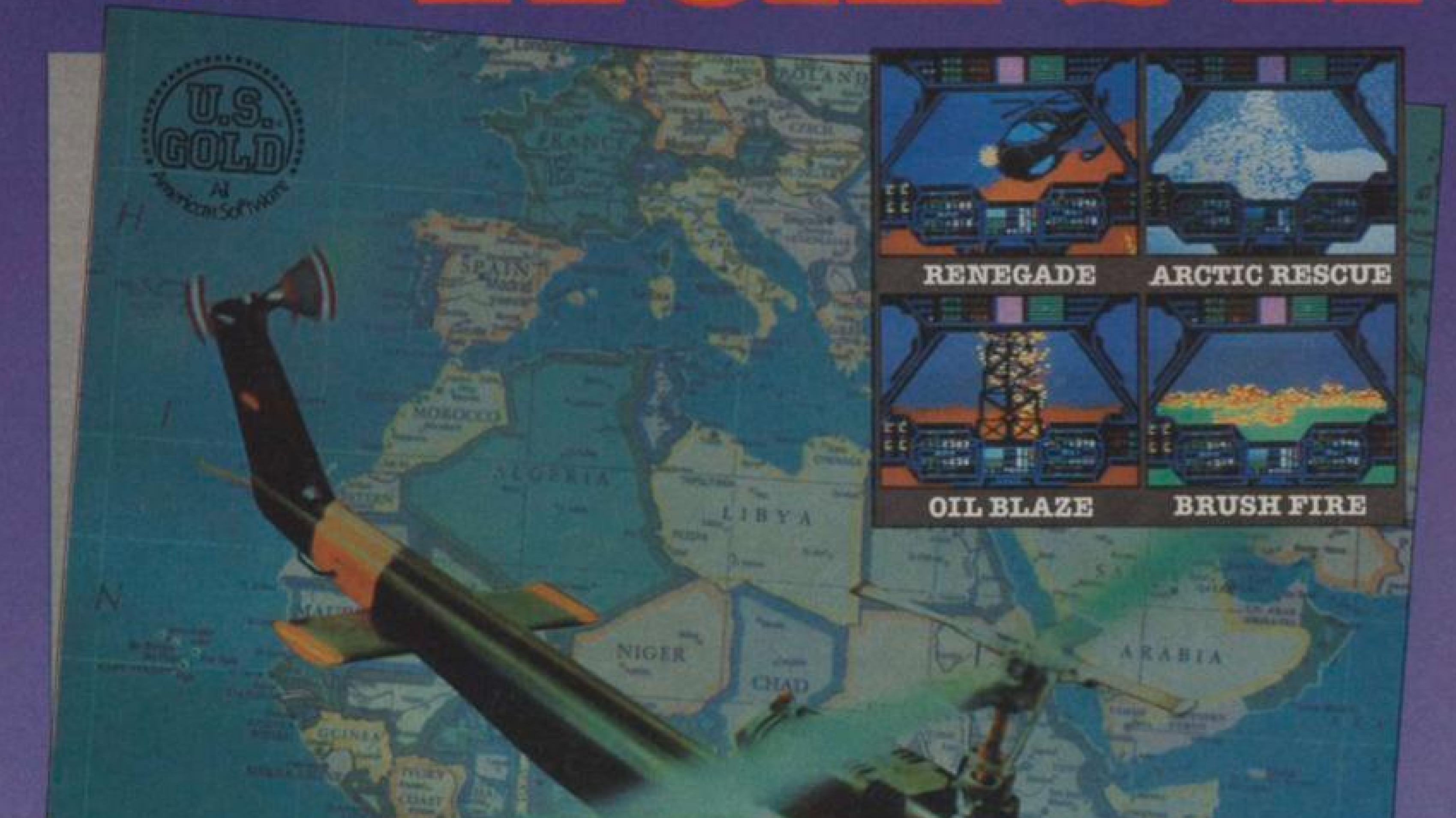
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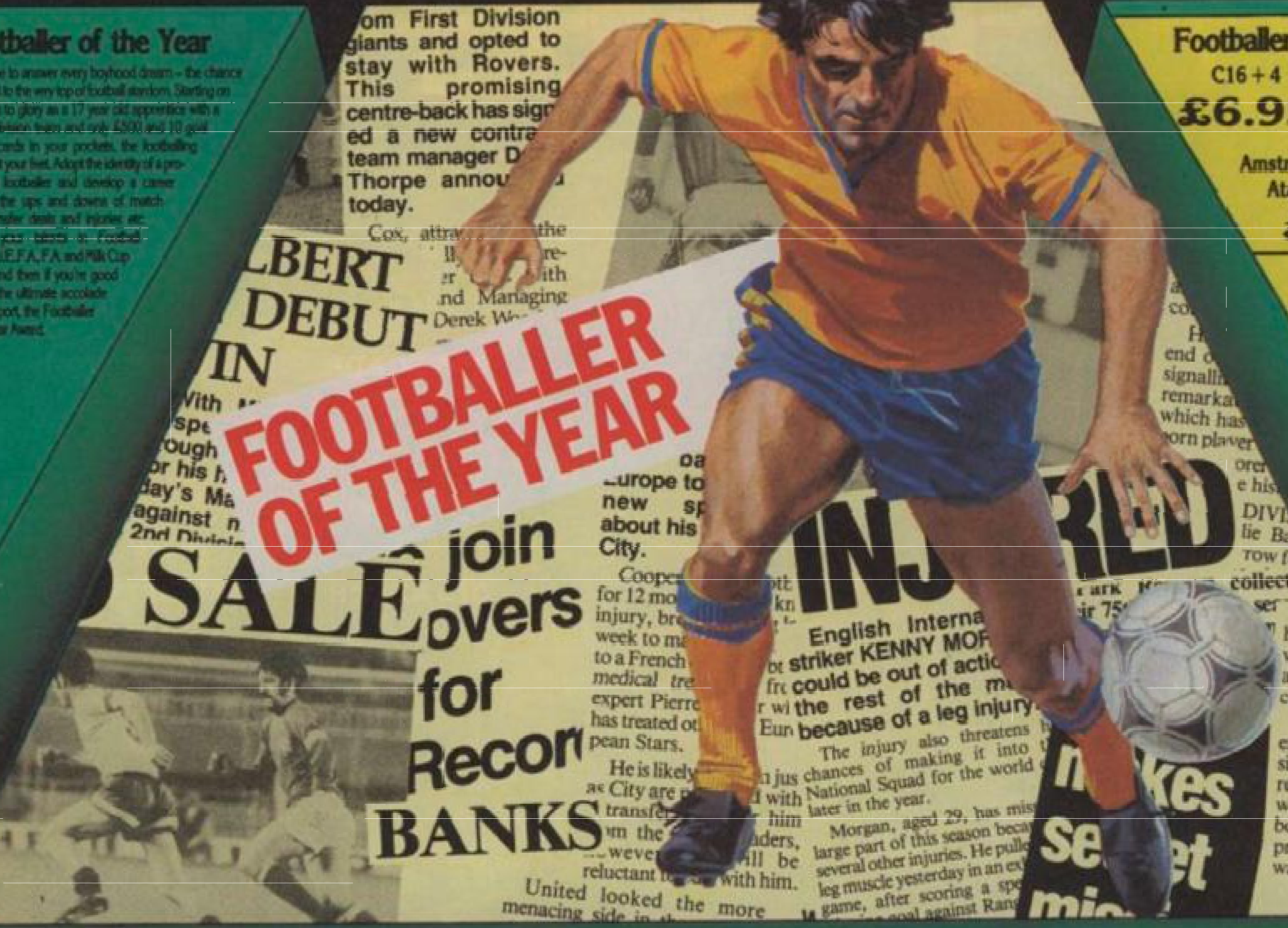
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om First Division giants and opted to stay with Rovers. This promising centre-back has signed a new contra team manager D Thorpe annou today.
LBERT DEBUT IN
SALE
join overs for Recor
BANKS
INJ RED
English Interna striker KENNY MOR could be out of actio the rest of the m because of a leg injury
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United looked the more menacing

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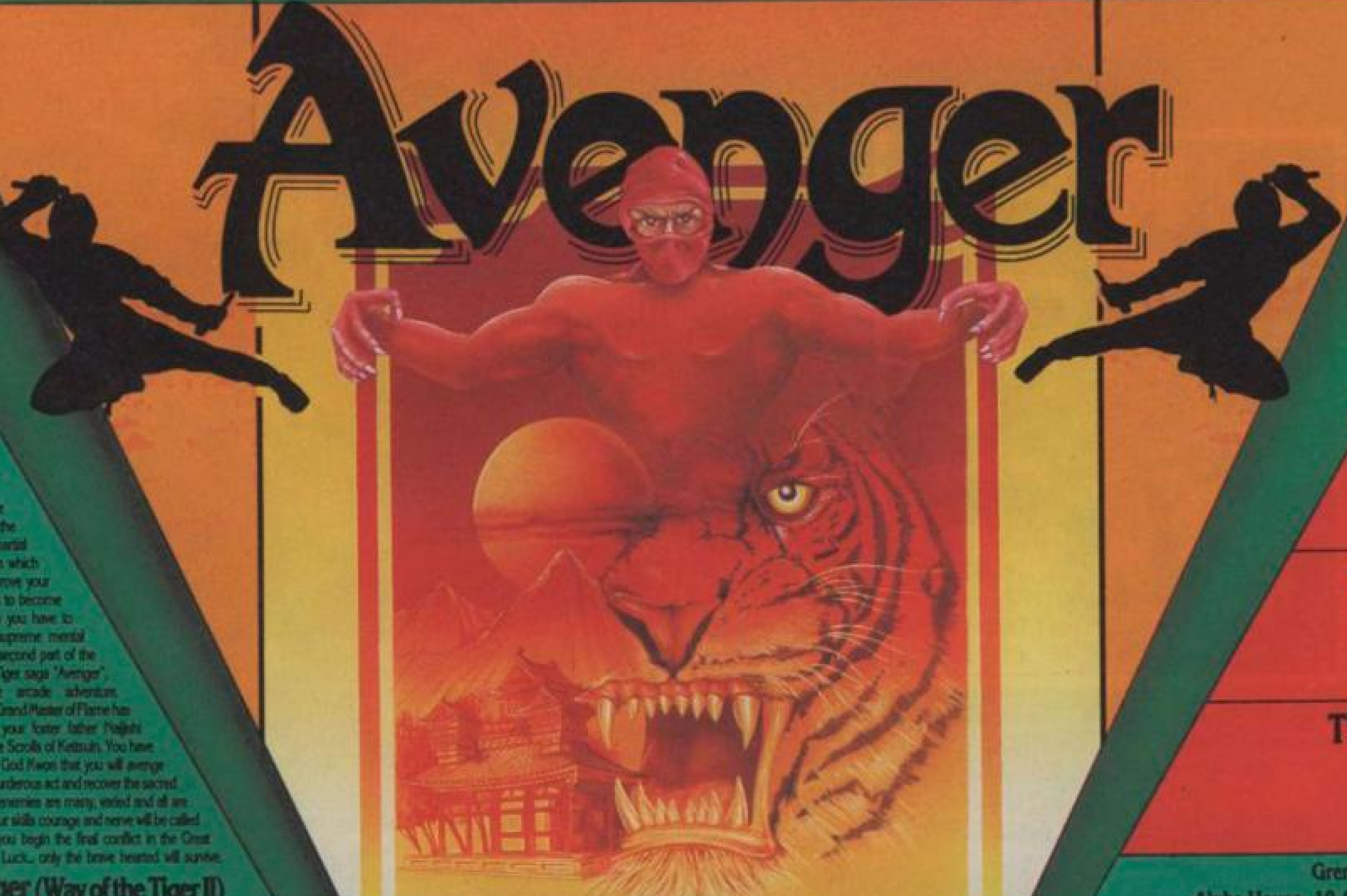

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```
5012 LET E$="A SMALL BOTTLE OF S
TRICHNINE FALLS OUT": RETURN
5014 LET E$="A HATPIN HAS BLOOD
ON IT": RETURN
5016 LET E$="SILHOUETTE SHAPE ON
 WALL IS NOT IN LINE WITH BLOWPI
PE. A TINY PIECE OF LEAF IS IN E
ND": RETURN
5018 LET E$="IT IS FROM A LAUREL
": RETURN
5020 LET E$="YOU SEE LABELS INDI
CATING THAT OBJECTS ON DISPLAY A
RE BLOWPIPE AND DARTS, AND THE M
AGIC IMPLEMENTS OF A WITCHDOCTOR
.(A NOTE REFERS TO A MASK ON COC
KTAIL LOUNGE WALL). THE DOOR OF
DISPLAY-CASE HAS A LOCK": RETURN

5022 LET E$="IT IS UNFORCED.THE
DOOR OPENS": RETURN
5024 LET E$="INSIDE IS A HOOK FR
OM WHICH HANGS SMALL KEY...YES,I
T FITS THE DISPLAY-CASE IN LIBRA
RY": RETURN
5026 LET E$="CLOTHES ON HANGERS
PUSHED ASIDE. SOME HAVE SLIPPED
TO FLOOR. STRONG SMELL OF LAVEND
ER": LET X=X+1: RETURN
5028 LET E$="INSIDE IS A WITHDOC
TORS MASK!": RETURN
5030 LET E$="YOU SEE USUAL TOILE
TRY ITEMS AND AN OLD PHOTO OF HA
RRIET AND GEORGE TOGETHER BOTH W
EARING SMART EXPENSIVE CLOTHES I
N FRONT OF A DAIMLER": RETURN
5032 LET E$="UNDER SOME CLOTHING
 IS A COPY OF A WILL": RETURN
5034 LET E$="WILL MADE OUT TWO D
AYS AGO.PROPERTY AND NEARLY ALL
MONEY GO TO NIECE,JENNIE.WITNESS
ES ARE SOLICITOR AND BESSIE": RE
TURN
5036 LET E$="INSIDE ARE CLOTHES
.SHOES LOOK DISTURBED": RETURN
5038 LET E$="SOMETHING GLISTENS
INSIDE A SHOE AT FRONT.IT IS THE
 NECKLACE BELONGING HARRIET": RE
TURN
5040 LET E$="IN IT YOU SEE A LET
TER ": RETURN
5042 LET E$="YOU FIND CIGARETTES
 AND LIGHTER IN ONE POCKET AND A
 BILL FROM A BOOKMAKER FOR £692.
THERE IS A SLIGHT SMELL OF LAVEN
DER": RETURN
5044 LET E$="IN HER 50'S SHE MUS
T HAVE HAD STRIKING LOOKS. THERE
 ARE NO OBVIOUS MARKS BUT ONE HA
ND IS RAISED BY HER NECK": RETUR
N
5046 LET E$="IT IS NOT MARKED AN
D THE FIRE LAYS SUBMERGED IN FOA
MY WATER WHICH IS AT A HIGH LEVE
L": RETURN
```

```
5048 LET E$="YOU FIND AMONG ITEM
S OF CLOTHING A LETTER FROM HARR
IET TO ARTHUR SAYING SHE WILL NE
VER MARRY HIM BUT ASKING HIM UP
FOR THE WEEKEND TO TALK": RETURN

5050 LET E$="IT WAS PLUGGED IN A
ND ON UNTIL FUSES BLEW": RETURN
5052 LET E$="FANLIGHT IS OPEN AL
SO MAIN WINDOW SLIGHTLY AJAR. MU
DDY AND WET MARKS ARE ON CILL":
RETURN
5054 LET E$="ON STUDYING IT YOU
REALISE IT HAS RED FLUID ON IT..
.YES IT IS NEW BLOOD!": RETURN
5056 LET E$="YOU SEE ONE HAS BEE
N MOVED IT HAS A RED TIP": RETUR
N
5058 LET E$="THE LIGHT FALL OF S
NOW SHOWS SEVERAL FOOTPRINTS UP
AND DOWN PATH. YOU NOTICE SOME C
ATPRINTS": RETURN
5060 LET E$="PATH AT SIDE OF HOU
SE HAS SEVERAL FOOTPRINTS BACK A
ND FORTH.THE STRETCH PAST THE BI
LLIARD ROOM TO LOG STORE HAS ONL
Y ONE SET OF FOOTPRINTS LEADING
TO AND FROM THE STORE": RETURN
5062 LET E$="THERE IS A LIGHT PA
TCH BELOW AN EMPTY HOOK WHERE A
WITCH DOCTOR MASK HUNG": RETURN
5064 LET E$="YOU SEE A TINY WOUN
D,AN INSECT BITE?": RETURN
5066 LET E$="UNDER ONE YOU FIND
A PART USED PACKET OF CIGARETTES
": RETURN
5068 LET E$="IT IS TO A FRIEND C
ONTAINING VERY UGLY REMARKS ABOU
T HER SISTER HARRIET AND REVEALI
NG JEALOUSY AND HATRED": RETURN
5070 LET E$="SOME FEEL FREEZING
AS IF RECENTLY PUT THERE": RETUR
N

5072 LET E$="THE SNOW IS ALMOST
MELTED .THERE IS A MANS PRINTS A
ND CIGAR ASH": RETURN
5074 LET E$="THEY ARE HALF AS BI
G AGAIN WHERE THEY ARE PARTIALLY
 MELTED": RETURN
5076 LET E$="IT LOOKS LIKE A FUR
NITURE KEY. TO TRY IT NAME THE I
TEM OF FURNITURE": RETURN
5078 LET E$="YES IT FITS": RETUR
N
5080 LET E$="YOU SEE NOTHING OF
ANY SIGNIFICANCE": RETURN
5082 LET E$="THERE IS A SUIT INS
IDE AND A JACKET": RETURN
5084 LET E$="ON A SCRAP OF PAPER
 IS A LIST OF FINANCE COMPANIES"
: RETURN
7000 LET E$="I HAVE £527 IN SAVI
NGS. I EARN A MODEST SALARY AS L
IBRARY ASSISTANT": RETURN
```

```
7001 LET E$="I AM A LIBRARY ASSI
STANT STUDYING TO BECOME A HISTO
RIAN.I WAS A TYPIST": RETURN
7002 LET E$="I AM A AVID READER.
 I LOVE HISTORICAL OR OTHER RESE
ARCH ABOUT HUMAN RACE.I SKI AND
PLAY TENNIS.I LOVE THE COUNTRY A
ND MOUNTAIN EXPLORING": RETURN
7003 LET E$="I LIKED HARRIET.SHE
 WAS VERY FOND OF ME.I LIKE MERV
YN IN SPITE OF HIS LACK OF STABI
LITY AND RASHNESS.I GO OUT WITH
HIM A LOT BUT WE ARE NO MORE THA
N GOOD FRIENDS AT PRESENT": RETU
RN
7004 LET E$="I SENSE THERES BEEN
 FOUL PLAY BUT I HAVE NO IDEA OF
 ANYONE WISHING HER HER HARM": R
ETURN
7005 LET E$="I WAS IN SMOKING LO
UNGE AT TIME OF HARRIET'S DEATH
WITH MERVYN FOR ABOUT HALF HOUR
BEFORE": RETURN
7006 LET E$="I HAVE NO PROBLEMS
OR WORRIES. MY ONLY REGRET IS BE
ING PARTED FROM MY TWIN SISTER W
HO HAS BEEN ABROAD FOR MANY YEAR
S,BUT I AM SAVING TO GO AND VISI
T HER": RETURN
7007 LET E$="I LAST SAW HARRIET
YESTERDAY EVE BUT HEARD HER TALK
ING TO BESSIE EARLIER THIS MORNI
NG ABOUT THE HEATING": RETURN
7008 LET E$="I LAST LOOKED AT TH
E  SOUVENEIRS WITH MERVYN YESTER
DAY.I KNOW NOTHING ABOUT THEM":
RETURN
7009 LET E$="HARRIET TOLD ME YES
TERDAY ABOUT IT. THE ONLY OTHER
PERSON WHO KNEW WAS BESSIE. I WA
S STUNNED  AS THE OTHER RELATIVE
S HAD BEEN IGNORED ALSO HARRIET'
S HUSBAND WHO HAD BEEN SO GOOD T
O HER IN THE PAST": RETURN
7010 LET E$="MERVYN PUT IT ON AN
D MADE ME LAUGH": RETURN
7013 GO SUB 9900: RETURN
7014 LET E$="I HAVE NO SAVINGS I
 BELIEVE IN USING MONEY": RETURN

7015 LET E$="I AM UNEMPLOYED -TH
E ELECTRICAL FIRM I WORKED FOR W
ENT BANKRUPT. I WAS AN ASSISTANT
 MANAGER": RETURN
7016 LET E$="I HAVE NONE": RETUR
N
7017 LET E$="I HAVE NEVER HAD A
DEEP RELATIONSHIP WITH ANYONE BU
T AM VERY MUCH IN LOVE WITH JENN
IE. I LIKED HARRIET AS SHE WAS S
O FRIENDLY TO ME ALTHOUGH YESTER
DAY EVENING SHE SEEMED UPSET.I D
O NOT KNOW THE OTHERS MUCH": RET
URN
7018 LET E$="I AM CERTAIN IT WAS
  FOUL PLAY.IT'S FUNNY THAT HARR
IETS HUSBAND TURNED UP YESTERDAY
 OUT OF BLUE ALSO THE EX BOY-FRI
END BUT THEY DONT SEEM KILLERS":
 RETURN
7019 LET E$="I WAS IN SMOKING RO
OM WITH JENNIE WHEN THE DEATH OC
CURRED": IF X>=6 THEN  GO TO 991
9: RETURN
7020 LET E$="MY MAIN CONCERN IS
GETTING A JOB,BUT HAD AN INTERVI
EW RECENTLY.I JUST WANT JENNIE T
O SEE HOW SERIOUS I AM": RETURN
7021 LET E$="I WAS LAST WITH HAR
RIET TOGETHER WITH JENNIE YESTER
DAY. I FELT SHE LIKED ME.I WAS N
OT AT BREAKFAST BUT WE WERE ALL
UP TILL LATE YESTERDAY": RETURN
7022 LET X=X+1: LET E$="I DIDN'T
 SAY ABOUT .THE DEBT BEFORE I WAS
NT PROUD OF IT.I'LL HAVE TO SORT
 IT OUT SOMEHOW.I WAS STUPID IN
THE PAST BUT NOW I HAVE MET JENN
IE I'VE CHANGED": RETURN
7023 LET E$="I TAKE SIZE 6 SHOES
 YES THEY ARE WET ..I WENT OUT F
OR SHORT STROLL EARLIER": RETURN

7024 LET E$="I DIDNT TAKE MUCH N
OTICE OF THE DISPLAY": RETURN
7025 LET E$="IT WAS VALUABLE -I
WAS ALWAYS NAGGING HER ABOUT NOT
 LOCKING IT AWAY": RETURN
7026 LET E$="I THOUGHT OF GETTIN
G MORE LOGS AFTER I TOLD THE SAD
 NEWS TO THE OTHERS, IT WAS COLD
": RETURN
7027 LET E$="I WAS IN THE JEWELR
Y TRADE UNTIL RETIREMENT": RETUR
N
7028 LET E$="I AM A KEEN TRAVELL
ER. I LIKE HIKING MOTORING AND L
OVE INDOOR GAMES SUCH AS CHESS,C
ARDS,SNOOKER,ETC.I READ A LOT":
RETURN
7029 LET E$="I HAVE NO REASON TO
 SUSPECT ANYBODY BUT ARTHUR IS N
O GOOD.I DISLIKE JENNIES YOUNG M
AN AS WELL...TARRED WITH SAME BR
USH": RETURN
7030 LET E$="I LOVED HARRIET IN
SPITE OF OUR SPLIT A FEW YEARS B
ACK. WE STILL SAW EACH OTHER FRO
M TIME TO TIME. HER DEATH IS A G
REAT SHOCK AND TRAGEDY. I AM NOT
 CLOSE IN ANY WAY TO ANY OF THE
OTHERS": RETURN
7031 LET E$="I  HAVE NO PROBLEMS
,JUST WANT TO ENJOY MY RETIREMEN
T": RETURN
7032 LET E$="I BROUGHT THEM BACK
 FROM THE CONGO, THE PYGMIES USE
 THEM TO PARALYZE GAME": RETURN
```

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7033 LET E$="I HAD COME OUT OF M
Y BEDROOM AND HEARD A CRASH(WHIC
H MUST HAVE BEEN THE FIRE FALLIN
G ONTO THE BATH).I KNOCKED AND C
ALLED BUT THERE WAS NO RESPONSE.
BESSIE ARRIVED AND WE FOUND THE
DOOR WAS UNLOCKED AND WENT IN TO
 FIND HARRIET LYING IN THE BATH,
DEAD": RETURN
7034 LET E$="I LAST SAW HER ON T
HE LANDING JUST BEFORE SHE WENT
INTO HER BEDROOM WHEN I CAME UP
STAIRS AFTER THE OTHERS HAD RETI
RED": RETURN
7035 LET E$="I KNEW THAT IT HAD
GONE WRONG. I SAW THE HEATING FI
RM'S VAN ARRIVE.I WENT TO FRONT
DOOR AND SHOWED THE MAN IN WHEN
ALL WERE CALLED AFTER THE BODY W
AS FOUND.THE CENTRAL-HEATING IS
GAS REGULATED BY THERMOSTAT. I K
NOW LITTLE ELSE ABOUT IT": RETUR
N
7036 LET E$="I ALWAYS KEEP IT LO
CKED AND HIDE THE KEY. AMONG THE
 CONTENTS IS A DEADLY NERVE POIS
ON": RETURN
7037 LET E$="IT IS OF NO GREAT V
ALUE. IT SHOULD BE ON THE WALL I
N THE COCKTAL LOUNGE": RETURN
7038 LET E$="I HAVE SOME CAPITAL
 ACQUIRED WHEN I WAS MADE REDUND
ANT BY AN ELECTRICAL ENGINEERING
 FIRM. IT GIVES ME A SMALL INCOM
E I SOON ADD TO IT WINNING AT CA
RDS.  I HAVE NO OTHER ASSETS EXC
EPT A HOUSE LEFT BY MY LATE WIFE
.": RETURN
7039 LET E$="I AM A TRAVELLING S
ALESMAN NOW.PREVIOUSLY WORKED AN
D TRAINED AS ELECTRICIAN. EARN M
ORE NOW, BUT IT SOON GOES RUNNIN
G THE PORCHE OR ON CLOTHES": RET
URN
7040 LET E$="I PLAY GOLF AND LOV
E CARD GAMES, GAMBLING, HUNTING
AND MOTORING ABROAD.I AM AN EXPE
RT MOUNTAINEER": RETURN
7041 LET E$="I'M STUNNED BY HER
DEATH. SHE WAS THE ONLY WOMAN I
WOULD HAVE MARRIED IF SHE WOULD
AGREE. SHE LIKED ME BUT NOT ENOU
GH FOR A PERMANENT AFFAIR.": RET
URN
7042 LET E$="IT MUST HAVE  BEEN
AN ACCIDENT. I CAN'T IMAGINE ANY
ONE HARMING HER. SHE WAS TEMPEST
UOUS AT TIMES BUT OTHERWISE SO C
HEERFUL AND GENEROUS. SHE WOULD
NOT HAVE KILLED HERSELF": RETURN

7043 LET E$="I LEARNT OF THE BAD
 NEWS WHEN PLAYING SNOOKER WITH
WILLIAM.WE WERE TOGETHER EXCEPT
FOR A SHORT TIME": RETURN
7044 LET E$="I HAVE NO WORRIES":
 RETURN
7045 LET E$="I LAST SAW HER IN T
HE COCKTAIL LOUNGE LAST NIGHT.SH
E WAS COMPOSED BUT SEEMED DESPON
DENT": RETURN
7046 LET E$="I HAVE SEEN THE ITE
MS BEFORE BUT NOT LATELY.I KNOW
GEORGE TREASURED THEM. I HAVE NO
 IDEA ABOUT THE CASE BEING OPEN
.. DIDN'T KNOW IT WAS LOCKED": R
ETURN
7047 LET E$="I TAKE A 10 SHOE. I
 STEPPED INTO A DEEPER PART OF T
HE SNOW WHEN OUT WITH A CIGAR EA
RLIER AND GOT MY TROUSERS WET":
RETURN
7048 LET E$="I KNOW LITTLE ABOUT
 HEATING I HAVE NO IDEA WHAT IS
WRONG WITH IT": RETURN
7049 LET E$="I KNOW NOTHING ABOU
T THE NECKLACE BEING IN MY ROOM.
SOMEONE HAS IT IN FOR ME": RETUR
N
7050 LET E$="I HAD A GOOD SALARY
 BUT HAVE HAD SOME BAD LUCK ON T
HE STOCK EXCHANGE. MY WIFES TAST
ES  FORCE ME TO WATCH MY SPENDIN
G.LILY HAS SOME SAVINGS BUT NO I
NCOME": RETURN
7051 LET E$="I  HAD A CHEMISTS S
HOP WHICH I SOLD OFF.IT WAS LEFT
 BY MY FATHER. MY WIFE WAS NOT S
KILLED IN THE PROFESSION BUT SHE
 HELPED SERVE AND WITH THE BOOKS
": RETURN
7053 LET E$="WE BOTH DISLIKED HA
RRIET.WE HAD A ROW WITH HER YEST
ERDAY OVER AN OLD LOAN.GEORGE WH
O WAS THEN MARRIED TO HER, HAD T
OLD US TO FORGET IT.SHE WAS SUDD
ENLY ASKING FOR IMMEDIATE SETTLE
MENT. IT WAS SPITE AS SHE DID NO
T NEED IT": RETURN
7054 LET E$="LILY SUSPECTS MURDE
R. SHE READS TOO MANY CRIME BOOK
S. IT WAS OBVIOUSLY A STUPID ACC
IDENT.": RETURN
7055 LET E$="I WAS PLAYING SNOOK
ER WITH ARTHUR WHEN GEORGE CAME
PAST WINDOW CARRYING LOGS AND TH
EN ROUND INTO DOOR FROM LIBRARY
TO TELL THEM ABOUT THE DEATH. LI
LY WAS IN HER BEDROOM": RETURN
7058 LET E$="WE DON'T KNOW  MUCH
 ABOUT THEM": RETURN
7059 LET E$="I GET £5000 PER YEA
R PLUS FOOD AND A ROOM FOR HOUSE
KEEPING AND BEING A COMPANION TO
 HARRIET.I HAVE A MODEST INCOME
FROM SAVINGS": RETURN
7060 LET E$="I USED TO BE A PRIV
ATE SECRETARY BUT GAVE IT UP DUE
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 TO BAD HEALTH": RETURN
7061 LET E$="I HAVE MANY PASTIME
S AND LIKE TO TRAVEL. I HAVE MAN
Y INTERESTS": RETURN
7062 LET E$="WE GOT ON ALRIGHT B
UT I KNEW WHEN TO STAY OUT OF TH
E WAY. I ALWAYS GOT ON WITH HER
GUESTS": RETURN
7063 LET E$="IT WAS STUPID TO PU
T THE FIRE ON A SHELF BUT SHE HA
D CARELESS LAPSES.SHE HAD ONLY A
 SHORT TIME TO LIVE..PERHAPS SO
LOW SHE CONTRIVED THE 'ACCIDENT'
": RETURN
7064 LET E$="15 MINS BEFORE...SH
E ASKED FOR AN ELECTRIC FIRE  AN
D FOR AN ENGINEER TO BE PHONED A
S THE CENTRAL-HEATING WAS ONLY L
UKEWARM. I WENT TO THE COCKTAIL
LOUNGE FOR A FIRE ..SHE LEFT THE
 BEDROOM DOOR AJAR": RETURN
7065 LET E$="NOT REALLY ALTHOUGH
 I FELT I WAS IN A RUT HERE": RE
TURN
7066 LET E$="AFTER GOING TO PHON
E THE ENGINEER I ARRANGED FOR FI
RES TO BE LIT AND LOGS TO BE BRO
UGHT IN ,I MISSED BREAKFAST. I W
AS GOING UP THE STAIRS WHEN GEOR
GE CALLED ME AND WE FOUND HARRIE
T DEAD.": RETURN
7067 LET E$="I KNEW GEORGE HAD A
 SECRET HIDING PLACE FOR THE KEY
  SOMEWHERE BUT NEVER UNDERSTOOD
 THE FUSS OVER THOSE SORT OF REL
ICS. I WAS NOT AWARE SOMEONE HAD
 BEEN AT THE THINGS.THEY WERE AL
L THERE YESTERDAY ": RETURN
7068 LET E$="THE ENGINEER SAID I
T WAS THE THERMOSTAT. ONE OF THE
 WIRES APPEARED TO HAVE BEEN LOO
SE": RETURN
7069 LET E$="I HAVE NEVER WORKED
 I DONT KNOW HOW I'D MANAGE WITH
OUT MY SISTER": RETURN
7070 LET E$="NO MY HEALTH PREVEN
TS ME FROM DOING MUCH. I,M NOT A
S LUCKY AS SOME PEOPLE": RETURN
7071 LET E$="I HAVE NEVER BEEN C
LOSE TO MY SISTER BUT AM UPSET B
Y HER DEATH. I WOULDN'T TRUST AN
Y OF THE OTHERS. I AM SURE OF FO
UL PLAY ,HARRIET MADE A LOT OF P
EOPLE UPSET BY HER WAYS AT TIMES
": RETURN
7072 LET E$="WELL IT LOOKS LIKE
AN ACCIDENT TO ME. MY SISTER WAS
 CARELESS YOU KNOW": RETURN
7073 LET E$="I WAS IN THE CORNER
 LOUNGE WHEN GEORGE CAME BY THE
DOOR FROM THE SIDE ENTRANCE AND
TOLD ME OF THE DEATH. I WAS ON M
Y OWN": RETURN
7074 LET E$="I  WORRY ABOUT HOW
I WILL MANAGE NOW AND ABOUT THE
WILL": RETURN
7075 LET E$="I LAST SAW HER LAST
 NIGHT": RETURN
7076 LET E$="I HATE IT.  IT ALWA
YS FRIGHTENED ME...I AM SURE IT
WAS THERE EARLIER THAT MORNING W
HEN I WENT TO THE LIBRARY FOR A
BOOK TO READ. SHE KNOWS NOTHING
ABOUT THE OTHER THINGS": RETURN
7077 LET E$="THERE WERE LOGS IN
THE LIBRARY AND CORNER LOUNGE WH
EN I WENT IN THERE. SOMEONE BROU
GHT MORE IN": RETURN
7078 LET E$="I ONLY HAVE A WAR W
IDOWS PENSION AND A MODEST SUM F
ROM STOCK INVESTMENTS. I HAVE ON
LY A SMALL AMOUNT OF CAPITAL HAV
ING LOST A GREAT DEAL ON BAD INV
ESTMENTS": RETURN
7079 LET E$="I SAW THE NECKLACE
ON HER NECK LAST NIGHT AND IT WA
S ON THE DRESSING TABLE WHEN I T
OOK THE FIRE INTO THE BEDROOM":
RETURN
7080 LET E$="SHE MADE A WILL. I
HEARD HER TELL SOMEONE VERY LATE
 ON THE LANDING,'ITS NO GOOD...
I HAVE LEFT EVERYTHING TO HENNIE
',THEN SHE SAID I WAS TO GET NO
MORE OUT OF HER": RETURN
7081 LET E$="I HAVE A GOOD INCOM
E FROM CAPITAL INVESTMENT": RETU
RN
7082 LET E$="I TAKE A 7 OR 8 SHO
E.THEY GOT WET WHEN I POPPED OUT
 FOR SOME LOGS BEFORE I TOLD THE
M THE SAD NEWS": RETURN
7084 GO TO 7008
7085 LET E$="I COULD NOT FIND MY
 CIGARETTES AND WENT TO MY ROOM.
MUST HAVE BEEN JUST BEFORE THE D
EATH": RETURN
7087 GO TO 7024
7088 GO TO 7032
8002 LET E$="SHE HAD BEEN INCURA
BLY ILL FOR THE LAST TWO YEARS A
ND KNEW SHE HAD ABOUT 6 MONTHS T
O LIVE": RETURN
8003 LET E$="HER DEPRESSIONS WER
E WORSE OVER THE PAST YEAR UNDER
STANDABLY.HOWEVER THERE WAS NO S
IGN OF  DESPAIR ASSOCIATED WITH
SUICIDE": RETURN
8004 LET E$="IT COULD HAVE BEEN
AN ACCIDENT OR MURDER": RETURN
8005 LET E$="THERE ARE NO MARKS
ON THE FACE THAT WOULD SUGGEST T
HIS": RETURN
8006 LET E$="I CANT FIND ANY PHY
SICAL SIGNS OF THIS ,BUT YOU WIL
L HAVE TO WAIT FOR THE AUTOPSY T
O BE SURE": RETURN
8007 LET E$="THERE IS NO MEDICAL
```

HARRIET'S LAST BATH

```
 EVIDENCE AGAINST THIS": RETURN
8008 LET E$="NO HER LUNG CONDITI
ON SHOWS SHE WAS ALREADY DEAD":
RETURN
8009 LET E$="CAUSE OF DEATH LOOK
S LIKE HEART FAILURE-PROBABLY IN
DUCED BY ELECTRIC SHOCK. NO BRUI
SING.NO MARKS ON BODY": RETURN
8030 LET E$="THERE IS NO MEDICAL
 EVIDENCE OF THIS": RETURN
8040 GO TO 8007
9000 LET E$="YOU LEARN NOTHING A
BOUT THAT SUBJECT": RETURN
9007 RETURN
9060 LET E$="HARRIET LEFT NO NOT
E OF GOODBYE. THIS WAS HARDLY A
WAY TO CHOOSE TO DIE!": GO SUB 5
35: GO TO 9080
9065 LET E$="EVEN A PERSON AS CA
RELESS AS HARRIET WOULD NOT HAVE
 TAKEN SUCH A SILLY RISK WITH TH
E FIRE": GO SUB 535: GO TO 9080
9080 LET E$="BESIDES THERE IS EV
IDENCE TO THE CONTRARY": GO SUB
535
9090 GO TO 2190
9500 DATA "23FOO","23BUS","23LAU
","23FLO","16BAG","6PHO","7POI",
"3HAT"
9510 DATA "0BLO","0LEA","0DIS","
0LOC","8GRA","11CUP","12LIN","11
DRE"
9515 DATA "11DRA","11WIL","20WAR
","20SHO","19CAE","15JAC","12BOD
","12BAT","20DRE"
9520 DATA "12FIR","12WIN","0TIP"
,"0DAR","23SNO","23PAT","2WAL","
12NEC","4CUS","19LET","0LOG","23
LAW","23CAT","8KEY","8DIS","0BOO
","18WAR","18SUI","END"
9600 DATA "1FIN","1WOR","1HOB","
1FEE","1SUS","1WHE","1PRO","1LAS
","1DAR","1WIL","1MAS"
9601 DATA "2MAS","2CUP","2NEC","
2FIN","2WOR","2HOB","2FEE","2SUS
","2WHE","2PRO","2LAS","2BIL","2
SHO","2DAR"
9602 DATA "6NEC","6LOG","6WOR","
6HOB","6SUS","6FEE","6PRO","6DAR
","6WHE","6LAS","6HEA","6DIS","6
MAS"
9603 DATA "5FIN","5WOR","5HOB","
5FEE","5SUS","5WHE","5PRO","5LAS
","5DAR","5SHO","5CEN","5NEC"
9604 DATA "3FIN","3WOR","3HOB","
3FEE","3SUS","3WHE","3PRO","3LAS
","3DAR"
9605 DATA "7FIN","7WOR","7HOB","
7FEE","7SUS","7LAS","7PRO","7WHE
","7DIS","7CEN"
9606 DATA "4WOR","4HOB","4FEE","
4SUS","4WHE","4PRO","4LAS","4MAS
","4LOG","4FIN"
9607 DATA "7NEC","4WIL","6FIN","
6SHO","1BLO","1DIS","2CIG","2BLO
","2DIS","6BLO","END"
9700 DATA "0HEA","0SUI","0OPI","
0SUF","0POI","0ACC","0DRO","0EXA
","0STR","0SHO","0STA","0ELE","E
ND"
9800 DATA "5ART","0GEO","1POI","
6GUN","1DAR","1BLO","2DAR","2BLO
","6NEE","3FIN","3MON","7HAT","4
KEY","4DIS","END"
9900 LET E$="I KNOW NOTHING OF I
T": LET X=X+1: IF X>=6 THEN  GO
TO 9900+C
9901 IF X=5 THEN  LET E$="I WAS
LYING BEFORE .I WILL TELL YOU WH
AT I KNOW IF YOU ASK AGAIN": RET
URN
9902 RETURN
9911 LET E$="I TOOK IT AS AN ALI
BI IN CASE I WAS SEEN. I LEFT IT
 IN THE BASKET WHEN I SAW THE BO
DY AND HEARD PEOPLE COMING. I JU
MPED OUT THE WINDOW": RETURN
9912 LET E$="I HEARD FOOTSTEPS A
ND HID IN IT. I HEARD HER SCREAM
": RETURN
9913 LET E$="I TOOK IT TO PAWN.
I ONLY NEEDED IT FOR A DAY": RET
URN
9919 LET E$="I WAS IN HER ROOM I
N THE CUPBOARD": RETURN
```

Entering the Program

Although Harriet's last Bath is quite a long listing, it is easy to enter because it is mainly text. Many misleading sentences are included so do not take any notice of the text as you enter it.

Be careful to get the line numbers correct and the DATA statements. The BASIC is short and straightforward and should not be a problem to debug if you make a mistake.

If you cannot be bothered to type in the listing there's still no need for you to miss out on all the fun. Remember you can send off for our special Harriet's Last Bath tape offer.

Just send a cheque or postal order for £2.50 made payable to Roy Turner and send to Mr R. J. Turner, 2 St Michael's Road, Benfleet, Essex, SS7 2UW.

C+VG/Harriet's Last Bath Tape Offer

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____

____

Please send me ______ copy(ies) of Harriet's Last Bath. I enclose a cheque/postal order made payable to Mr R. J. Turner for

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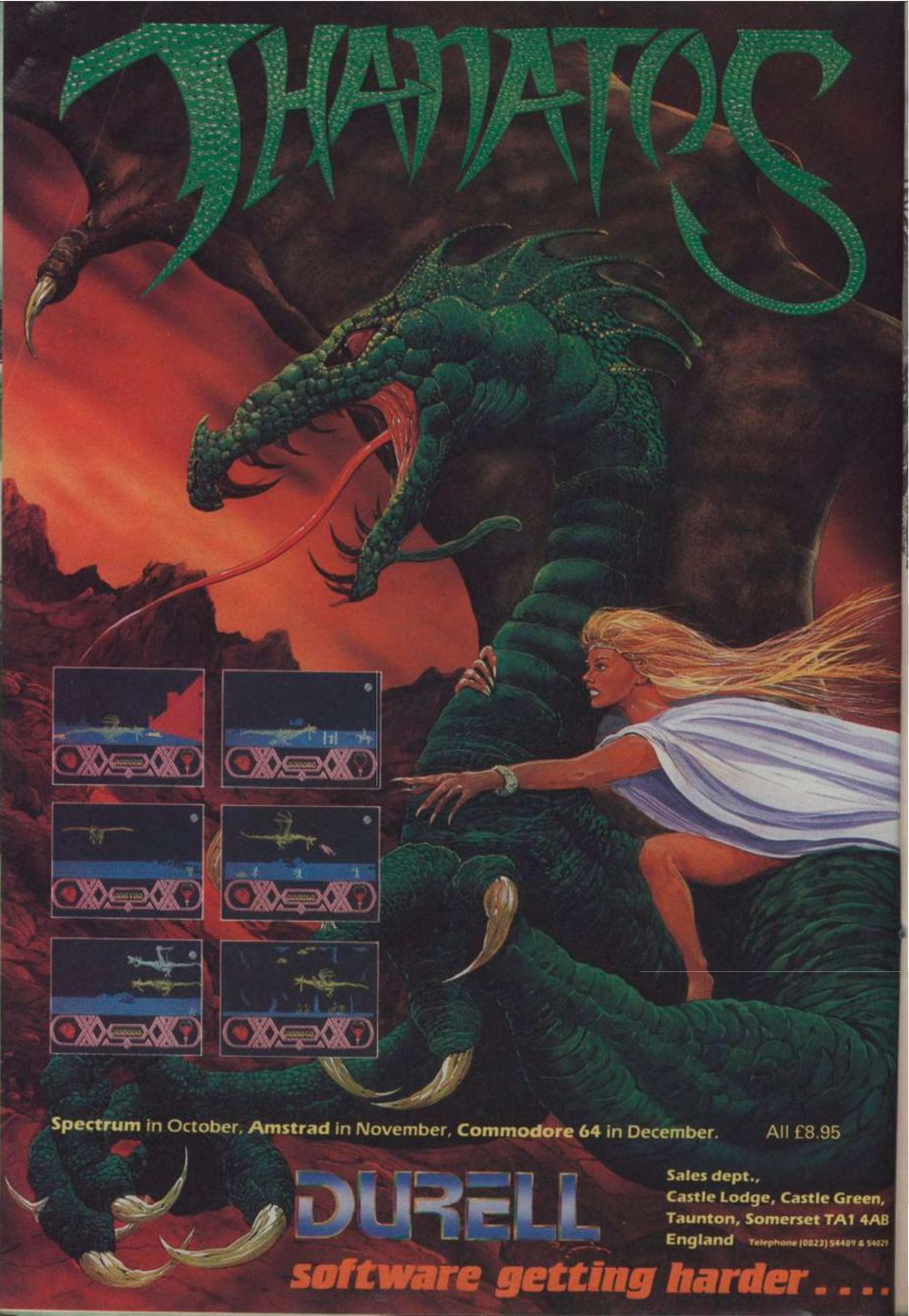
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NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

ADVENTURER'S CLUB LTD.

● *In the September issue we printed a rundown of Adventure Clubs and Fanzines. Among them was an organisation called The Adventurer's Club Ltd. Readers are warned not to send any money to this firm, either for discount software, or by way of subscription charges.*

Pete Austin of Level 9, the club's honorary President, is most concerned that two Adventurer's Dossier's are now overdue, and that phone calls to the club have recently been giving an answerphone message about 'new management', and more recently, have not been answered at all. A personal visit revealed that the address is occupied by someone who claims that it is an accomodation address only, although once being the premises from which Henry Mueller operated the club.

Neither Pete Austin nor Level 9 have any business or financial interest in the club. Pete, on request, simply agreed to accept the post of President for a year, involving him in writing (unpaid) a short piece for each Dossier.

Until now, Dossiers appeared regularly, and the 2000 odd members of the club (subscription £12 p.a.) have been receiving the service they expected.

TAKING THE GAC APART

● Seems that Level 9 has been having a close look at Incentive's Graphic Adventure Creator recently, and have come up with a press release to counteract what they see as a misleading conception of the product.

Apparently some reviewers have been giving the impression that it is possible to write an adventure of the same size and programming excellence as the Austins, using the GAC. Of course, such claims have to be taken with a pinch of salt, and the proof is in the actual writing, and completing, of such a game. We haven't seen one up to Level 9 standard yet!

According to Level 9, who seem uncommonly touchy about this subject, their own in-house system, (which is NOT available for purchase) gives them 70% more memory, far greater compression, and offers all sorts of advanced features not seen elsewhere.

ATLANTIS MOVE

● Please note that Atlantis Software has moved from Islington to new premises. Although some computer stores stock Atlantis games, many do not, and so much business is carried out by mail order.

Anyone wishing to order software direct by mail order, should write to the address: 28 Station Road, London SE25 5AG.

Meanwhile, any mail that has already been sent to the old address, will find its way to the right place.

TEMPLE OF TERROR DELAYED

● Rather than release the next Fighting Fantasy adventure in its original format, Mike Woodroffe who is creating the adventure, has decided to enhance the game for 128K versions. Normal text and graphics, and augmented text only, will be two versions available for standard machines, but the 128K machines will have a combined augmented text and graphics game.

THE BLUE BUNNY STRIKES!

● St. Brides has come up with another comedy, **Bugsy**, this time in the format of an American gangster movie a la Hollywood of the 1930s. Set in a sepia-toned Chicago, the player takes the part of a three feet tall, blue bunny rabbit, struggling to make a successful career in the world of organised crime.

Combining the vernacular of the mobsters with a leporidic outlook ("Myxamatosis Scare!!" shout the newsboys) Bugsy will be released by CRL in the autumn.

MUD WITH NO PHONE!

● Soon you will be able to play a version of MUD, the famous Multi-User Dungeon game, on your own stand-alone micro, without the need for a modem and high phone bills!

Micro MUD, which will be released by Mosaic some time after Christmas, will seem like an ordinary adventure, but feature the same scenario as the original MUD. The part of the other players will be taken by computer generated characters, some friendly, some hostile.

Such will be the size of the game, it will only be available on disk. Although being developed on a BBC, *it will not run without* the second processor on board, and this is unlikely to be a viable proposition for commercial release. Published versions will probably be restricted to the Commodore 64 and Amstrad computers.

ADVENTURE CONTACTS

● Why don't you have a clever contacts page, where people who have solved loads of adventures, like me, have their name printed with the adventures solved? Then people who were stuck could write to them for help. Because it will help you a lot, I am surprised you have not done it before!

Phil Symonds,
Wallington, Surrey.

Keith's reply: That's the easy way out, and we're gluttons for punishment! I'm not sure it works, either, Phil! Reading the Adventure pages of another magazine recently, I noticed complaints that letters to the contacts printed, were, in many cases, not answered. We endeavour to answer all letters ourselves, and achieve at least 95% of replies.

Of course, we don't know ALL the answers, but then I'm sure the pleas section makes more interesting reading than a long list of dubious names and addresses.

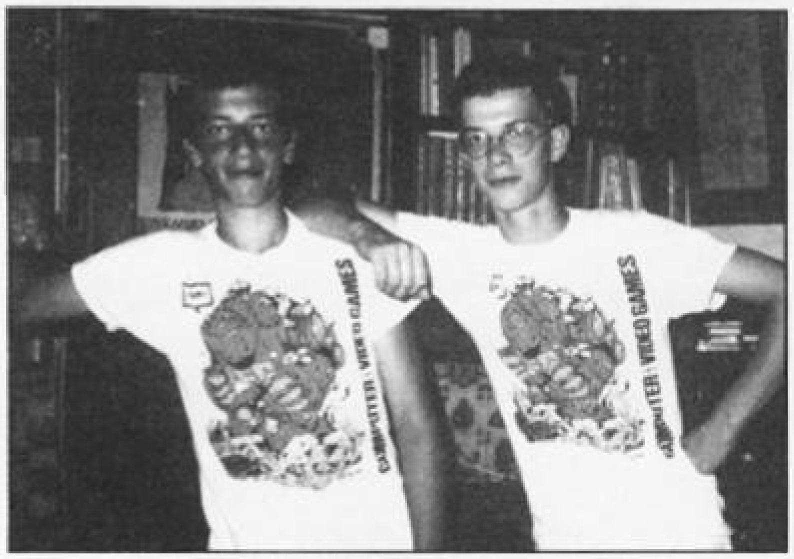
HELPLINE

TOURISTS HELPLINE!

After completing my 60th Adventure column last month, I flew off to Portugal for a well-earned holiday. Imagine my surprise, on arriving in my hotel room to find an envelope bearing the greeting Tourists Helpline, and a local phone number! With it, was a gift-wrapped bottle of Tawny Port, complete with wine-glass!

The gift was from Vasco Novais de Oliviera, who, with his friend Nuno Miranda, both of Cascais, has written many a letter to the Helpline over the last year.

Nuno is an 18 year-old art student, who had once written to say: "You really should visit our beautiful village if you ever want a good holiday."



● Vasco de Oliviera and Nuno Miranda

Since Portugal is Britain's oldest ally, and this year is the 600th anniversary, it seemed a good time to visit the country, and the Estoril coast was our choice.

Armed with a C+VG carrier bag full of software and magazines, I met 14-year-old Vasco at his father's bookshop in the Avenida Vabom.

Before long Vasco was leading me into the local computer store.

The Portuguese micro market is almost 100% Spectrum, mainly Timex version, and a new top selling game costs about £1.

But of course, for that you don't get the inlay or instructions — pirating while-you-wait is the order of the day.

Vasco showed me a copy of Firefox, with a counterfeit inlay, and you would take it for the real thing, Ariolasoft logo and all! "What about games with Lenslok?" I asked. "No problem! They make them too!"

Later in the week, I met Nuno, who is a great admirer of the work of Jerry Paris the C+VG artist, who among other things, designed the Big Red t-shirts.

"Are these the only ones in Cascais. They'd better be!" he joked. He confided that he was thinking of cutting Vasco's to shreds, so that his really was exclusive!

The three of us spent an evening in a Beirgarten — drinking Perrier, of course! "So the software I brought you is virtually worthless?" I asked. "Oh no," explained Nuno, "it is a matter of great prestige here to actually own a genuine original!"

C+VG is read by nearly all their friends with computers, they told me, and is by far the most popular computer magazine in Portugal.

"We are not saying that because we're speaking to you," Nuno assured me. Although he said he still couldn't believe he was!

Both speak excellent English, and Nuno put his talent down to his computer. "I have learned most of my English through my computer — by playing adventures," he said. There are only two Portuguese adventures, *O Globo Da Luz* (The Light Globe), and *O Segredo Dos Templarios* (The Templars' Secret).

"And they are Quilled!" complained Nuno, who is awaiting the arrival of the Spectrum GAC, to write his own adventure, already planned, in Portuguese, English, and German.

Nuno's English is now so good that he translates English books into Portuguese. For reading, he likes science fiction, and as there are very few Portuguese sci-fi books around, he reads them in English as a matter of course.

Their interest in adventure started when they began playing *The Hobbit*, and became hooked. "We once wrote to Tony Bridge about that," Nuno confessed. "But that was long ago, before we had found C+VG!" Vasco added.

Amongst the adventures they have played is *Eureka*, although they admit they only played it to try to win the prize. "It was not very logical," complained Nuno. "We often rang Domark for a clue, and they soon got to know us as 'the two Portuguese adventurers!" grinned Vasco.

The nicest time of our entire holiday was our last evening, when Vasco's parents invited my wife Ruth and myself to dinner at their home. We were treated to a typical Portuguese meal — accompanied by Vinho Verde, and completed with a 1970 Vintage Port, carefully decanted by Vasco's father, a connoisseur. *(What's this? Tall Man in the Kitchen? Ed)*

It is always a little sad leaving a place in which one has enjoyed a holiday. It is a lot more difficult when one has been given so kindly a welcome by such charming people. I count myself lucky to write for C+VG, through which I have come to make such nice friends. Obrigado Nuno, Elenor, Vasco, Leonor, e Nuno, Ate logo.

PROBLEMS AND TROLLS

Paul Gilbert of Nottingham is playing the Helpline Game of the Month, *Kentilla*, and wants to know how to past the troll in the dark tower. Trolls are also causing Paul trouble in *The Boggit*. Who can control the trolls?

Like so many others, Alan Maudlin has found a large crystal in *Kentilla*. But he, like me, doesn't know what to do with it! Alan, whose letter came in Gothic script, spent three hours writing it, and also mentions the fact that the Commodore loading screen of the game has a rather nasty spelling error — in the title of the game!

Carl Young's recent *Souls of Darkon* problem, is a paradox of his own making, says Hugh Walker of Burpham. "He has killed the woodman to get the axe. The only use for the axe is to give it to the woodman!"

Where can Umran Siddique of Oadby find Blissful and Jude in *Ultima IV*, folks?

Julie King of Poole is *Upper Gumtree* surrounded by sharks, shark repellant in hand, but unable to do anything. What next, as the saying goes?

How to make the stake in *Castle Of Terror*, was a question I put to Steve King a short while ago. He was away in the Middle East at the time, but his wife Julie replied: "I thought you broke the spear to make the stake." That, indeed, is what everyone is just trying to do!

However, Julie pointed out that the game is very annoying in that things have to be done in a set order to be successful. So it seems that if the spear is not ready to be broken, you will not be able to do it!

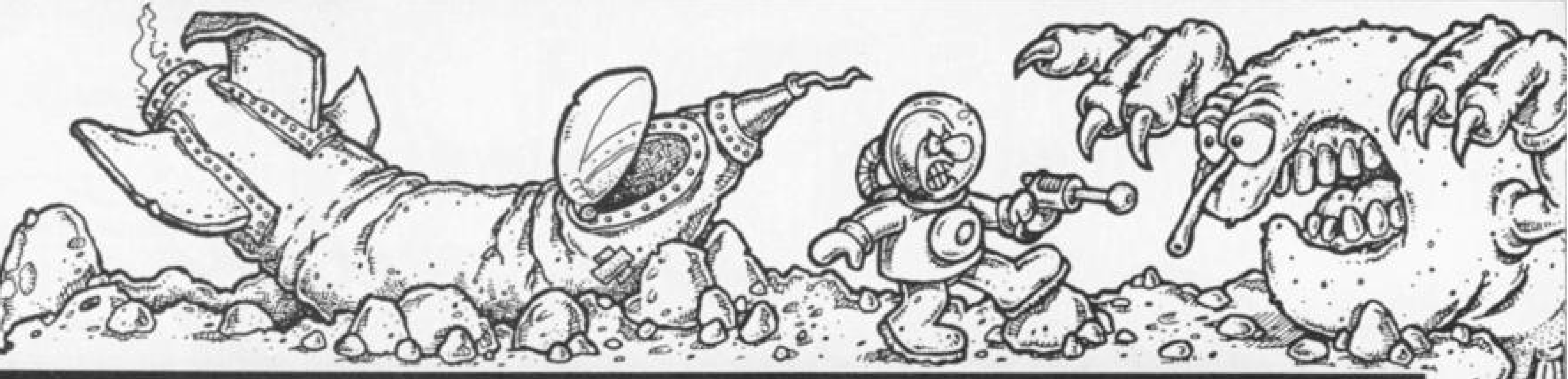
The Rats is a part-adventure game that crops up from time to time. Joseph Chiv of Sherbourne is having trouble because all his characters are getting killed. What should he do when Harris and Judy are in the flat together — one of his most difficult problems?

I suspect the most useful strategy is to control the rats, and not necessarily to try to save individual victims. Has anyone completed *The Rats?* Which is the best way to go about it?

Jeffrey Moore is stuck with the bird. He doesn't know what to do next — he has thought of everything he can. What should he do next, in *Seeka Of Assiah?*

Due to a purchase made at a jumble sale, Andrew Rust has no instructions for Hewson's *Quest*. And he needs to know how to get the last 10 or 15 points! Well, Andrew, I doubt if the instructions would help, but perhaps C+VG readers will be able to?

Nick Carter of Southampton has solved an incredible number of adventures, including some



real nasties, like *Lucifer's Realm* and *Spellbreaker.* But there's one that has him beat! "Anyone out there who has completed *The Institute*" he pleads rare person exists, how do you pass the green man outside the gate?

Who knows anything about *Kingdom of Klein?* In particular, if you can get past the squid in the underwater cave, or find the Moebius Ravine, do write and let me know, to help R. Auty, of Morecambe.

Castle Blackstar has started to make a re-appearance in the mail, following its re-release on Amstrad machines. For some reason, it didn't seem to catch on when it was originally released for the Spectrum, so the database is devoid of clues.

One who seeks a few, is Kevin Murphy of Fife. He is pulling like mad, but can't get excalibur out of the stone. And he asks: "How do you use the broomstick and staff, and how can you get golden eggs from the eagles?"

ADVENTURE CHAT

Malcolm Harden of Minster in Sheppey, took me back a few years, with a mention of Artic's Adventure C — *Ship Of Doom.*

Having read my review of 'E', he decided I wasn't one of those who helped to ban Adventure 'C'. So he asked if I had ever obtained a message: "Heat generated, metal fatigue, her leg flies off" which is contained in the program. Does anyone know what brings this message to the screen?

If Commodore *Kentilla players* think themselves unlucky in not being able to use the SAVE facility, then perhaps they should think again!

Beeb players saving *Kentilla* have to wait for about 170 blocks, says G. Whitlock of Malvern, and it takes about five minutes. "This is too long for any adventure," he adds. Quite agree! Still, it IS cheap, so you get what you pay for, I suppose. Or not, as the cassette may be.

A disappearing ring that can be worn without being touched, is the subject of some amusement to J. Dickson of Churchdown in Glucester.

The game is *Forest at World's End.* Try wearing the ring twice, and wearing it without taking it! Then move off, and come back to the place where you put it on! Fun, ain't it?!

Every now and again, a letter crops up suggesting that not enough support is given for a particular micro. Usually this refers to BBC or Atari machines, and Richard Allaway of Llandrindad Wells is the latest to make the suggestion.

Well Richard, and other Atari owners, all the Atari format adventures we receive for review, get reviewed! For example, we have covered ALL Level 9 games, Infocom games, *The Slave* and more recently *Cloak of Death.*

If there aren't so many games coming out for your machine — then blame the software houses, not us for failing to review something that doesn't exist!

CATCH THAT BUG!

"Did you know the early versions of Infocom's *Deadline* have a bug which may manifest itself after one of the characters is killed? Writes Allan Palmer of Basingstoke.

If certain combinations of actions are performed, says Alan, you may find the deceased body AND the living character present at the same time. Shortly after that, the game will fail with an internal error, says Allan. Understandable in the circumstances, don't you think!

Try CLIMB GURU on the QL version of *The Pawn,* suggests Max Berle of Kievermont in Belgium. You find yourself on a snow plateau. "Is that a bug?" he asks, not entirely sure. But type: SHOW ALL KEYS TO GURU and the QL crashes! "This IS a bug!" says Max.

When Roman attacks you, in the Spectrum version of *Warlord,* go N. When he attacks again, type: GIVE ROMAN TO DRUID.

The druid will then go, leaving you the amulet. The Roman will then attack you again! "As there is only one Roman in the game, I claim this is a bug!" says David Walling of Ulverston.

Say NO to *Mordon's* first question; a couple of rude words in *Tombs of Xeiopps,* suggests Mandy Rodrigues, of Llandudno.

And from Mark Turner of Swansea, comes another joke from Wales: Try examining the trees north of Ogeron's house, and rubbing the brass lamp, in *Kentilla.*

CLUES

FANTASTIC FOUR

Torch must rescue Thing in the end — concentrate on the boulder and shaft!

SINBAD AND THE GOLDEN SHIP

Kill the skeleton with the axe. Enter cage and examine it, and kill the wizard with the bar you find.

GROUND ZERO

The road block is a dead-end.

LEATHER GODDESSES OF PHOBOS

The Sultan's laundry will help you with a kiss!

TRINITY

Push while it teeters, to reach the central door.

ZZZZ

Open the exit and leave the bus.

BALLYHOO

Give what you find in the lion's cage to Jenny.

BOGGIT

Listen to the vicar — soap powder and Latin light for an entrance!

ZIM SALA BIM

You can't escape the dungeon — avoid it!

KENTILLA

Get someone to hold your possessions before attempting to swim! Sagagoo activates the staff; the staff de-activates the ward.

THE PAWN

Water is the elixir of life, and snow melts at low altitudes! Perhaps the tree-house door opens inwards?

RATS

The third encounter can be solved by waiting in the graveyard, with torch, until Ferris gets dragged into the tomb by a rat. Get a cage, go to the ruins, and enter the crypt. Go into the tunnel, grab the rat, and cage it. Dash back in the van.

INVINCIBLE ISLAND

Carry the sword and skull to keep natives at bay for longer. For a phrasebook, give the native on the track some food. To get the last piece of parchment, give the native in the pagoda the necklace.

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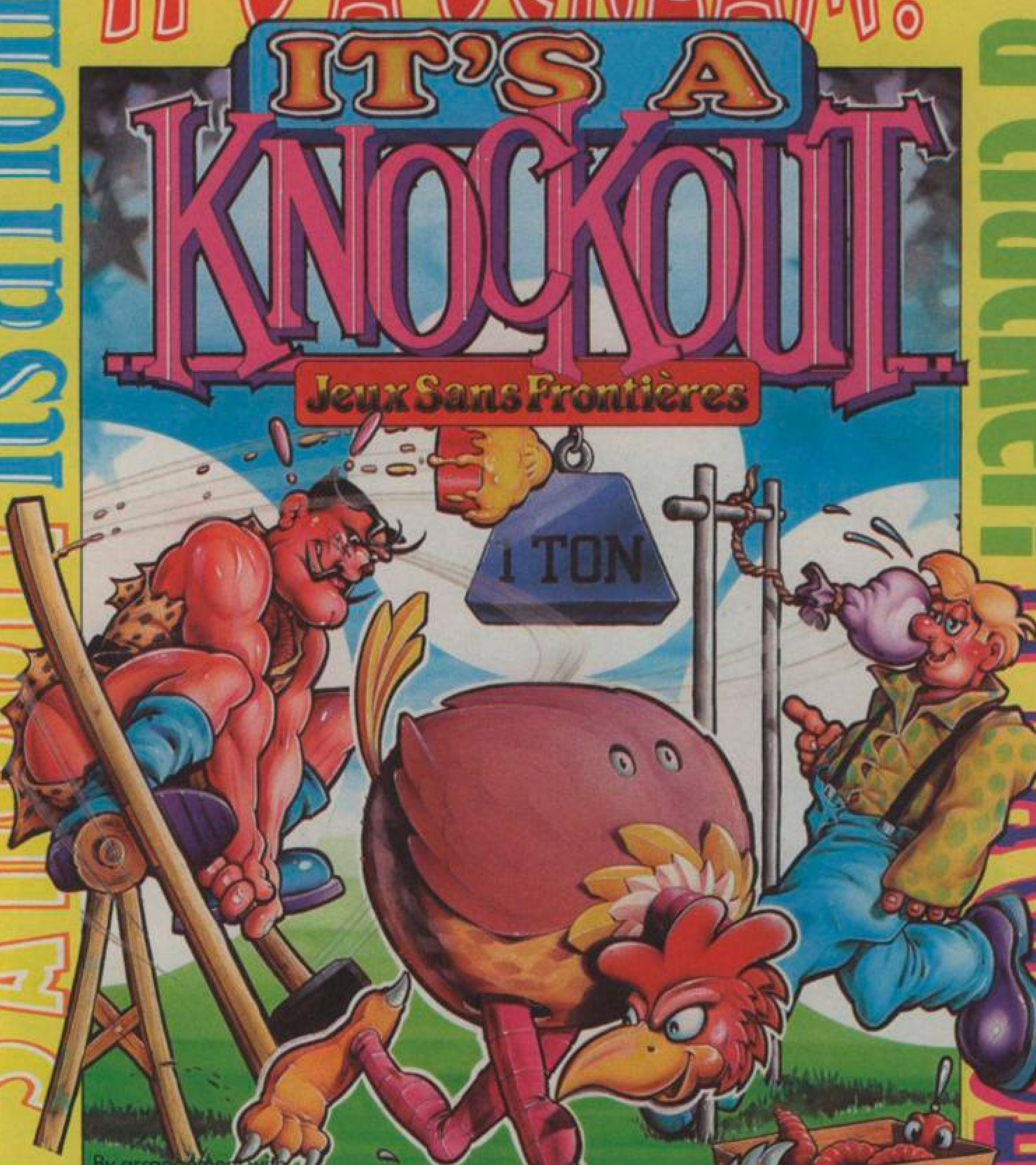
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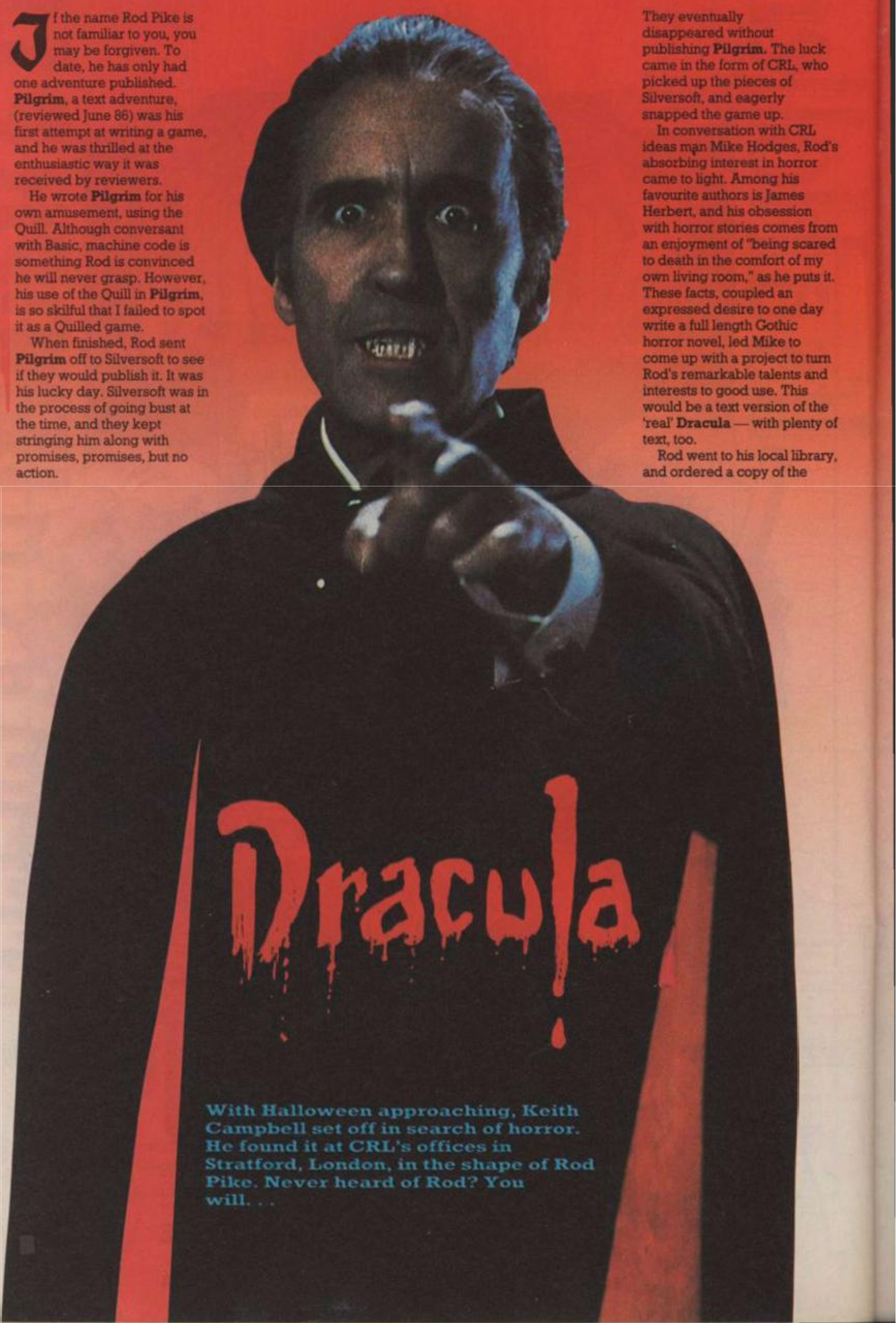


Dracula

With Halloween approaching, Keith Campbell set off in search of horror. He found it at CRL's offices in Stratford, London, in the shape of Rod Pike. Never heard of Rod? You will. . .

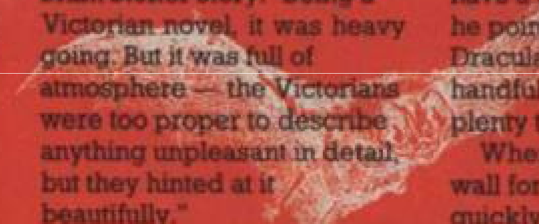
If the name Rod Pike is not familiar to you, you may be forgiven. To date, he has only had one adventure published. **Pilgrim**, a text adventure, (reviewed June 86) was his first attempt at writing a game, and he was thrilled at the enthusiastic way it was received by reviewers.

He wrote **Pilgrim** for his own amusement, using the Quill. Although conversant with Basic, machine code is something Rod is convinced he will never grasp. However, his use of the Quill in **Pilgrim**, is so skilful that I failed to spot it as a Quilled game.

When finished, Rod sent **Pilgrim** off to Silversoft to see if they would publish it. It was his lucky day. Silversoft was in the process of going bust at the time, and they kept stringing him along with promises, promises, but no action. They eventually disappeared without publishing **Pilgrim**. The luck came in the form of CRL, who picked up the pieces of Silversoft, and eagerly snapped the game up.

In conversation with CRL ideas man Mike Hodges, Rod's absorbing interest in horror came to light. Among his favourite authors is James Herbert, and his obsession with horror stories comes from an enjoyment of "being scared to death in the comfort of my own living room," as he puts it. These facts, coupled an expressed desire to one day write a full length Gothic horror novel, led Mike to come up with a project to turn Rod's remarkable talents and interests to good use. This would be a text version of the 'real' **Dracula** — with plenty of text, too.

Rod went to his local library, and ordered a copy of the



Bram Stoker story. "Being a Victorian novel, it was heavy going. But it was full of atmosphere — the Victorians were too proper to describe anything unpleasant in detail, but they hinted at it beautifully."

So the idea of the Dracula adventure, based closely on the original storyline, was born. It was to be given the same Gothic horror atmosphere that came over when Rod read the book. "My aim in writing the game has been to scare the pants off the player!" claimed Rod.

Parts of the game have been developed away from the storyline, otherwise the player would have nothing to do. But it follows the main thread, and Rod has tried to keep the problem logical and relatively easy, especially at the start. "I've put in a lot of text, and want the player to read and interact with the story — not to be put off by getting stuck for what to do right at the start," explained Rod. So in **Dracula**, he has attempted to grab the attention of the interested adventurer right from the start, not merely the interest of the hardened adventurer.

He has paid special attention to the problems, and tried to make them occur as naturally and logically as possible, at the same time keeping the game uncluttered with irrelevant or unnecessary objects, which might detract from the atmosphere. The dilemma an author has in setting the problems, is that he cannot easily determine how difficult the player will perceive them to be. To this end, he has carefully studied other people playing the game, and made changes where they found the going too tough.

The end result, Rod hopes, is an interactive story that, when read on screen, will make the adventurer shudder with fear and apprehension.

Rod's first excursion into adventure came with **Mansion Adventure**, a fairly small 20-location game, played on his first home computer — a Dragon. Locations are a subject on which he has definite views. "There's nothing worse than trudging miles and miles through locations where nothing happens. That is just boring." To Rod, every location should have a definite purpose, and he points out that in part one of Dracula, there are only a handful, and yet there is still plenty to do!

When the writing was on the wall for Dragon Data, Rod quickly acquired a Commodore 64, and starting playing adventures in earnest. **Eureka** he didn't like at all — particularly the response obtained when he typed GET ALL. "It just isn't a logical game," he complained. His favourite adventure is Level 9's **Colossal Adventure**, despite the fact that he still hasn't completed it! Nevertheless, when he gets the occasional spare moment, he still goes back down the grating every now and again, to see if he can get just a bit further.

Spare time isn't a commodity that Rod has a lot of. An Industrial Engineer by profession, Rod has a full time job as a Works Manager. Writing **Pilgrim** wasn't too demanding, since he wrote it at his leisure, and was able to take his time about it. But **Dracula** has been commissioned, and is being written under contract — a contract with a deadline. The approach of Halloween was too good an opportunity for CRL to miss as a release date for a game of this sort.

Arriving home from work at about seven each evening, it is eight o'clock by the time he has eaten and settled down to his keyboard, where he will then work until about midnight. His wife, and his 15 year-old daughter Julie, are very understanding, and didn't even object (too much) when he took his 64 on holiday to North Devon recently — to work on **Dracula**!

Rod hopes to continue with adventures in a similar Gothic horror vein. "I don't like humorous adventures, although that's not to say there is no element of humour in what I write," he explained. He has plenty of ideas up his sleeve, and his enthusiasm in his subject is infectious.

If you hadn't heard of Rod Pike before, then note of his name. I am sure you will be hearing a lot of him in the future. And if you're playing a particularly spooky game into the small hours — cast a look over your shoulder from time to time. That flickering shadow you thought you noticed, that slight creak in the floorboard, could just be Rod creeping up on you, to claim another victim!

DRACULA

- ● Supplier: CRL
- ● Machine: Spectrum 48k, Commodore 64, Amstrad.
- ● Price: £7.95

"The coachman, a rough looking fellow, stands before me. He has spent most of the journey complaining about his hard life, bemoaning his humble upbringing on the one hand, then cursing those who had better fortune. I detect that he could be a villain, and probably a drunkard. . . ."

So starts **Dracula**, and the above text, verbatim from the game, serves well to illustrate the storyline, and atmospheric nature of the game. Arriving at your hotel, you must behave naturally, and do what is normal at a hotel. In order to spend a restful night in preparation for your onward journey. The next day, however, it pays to watch what you eat. You wouldn't want to suffer from nightmares, would you. . . ?

The game is based on the original **Dracula** novel by Bram Stoker — written some hundred or so years ago. If you have read it, your excitement in playing the game may well be heightened, although it will only be of minor help in completing it.

Despite the volume of text, (quite often more than a screenful of narrative follows a command) all is not visible on entry to a room. Examining things often reveals what is not noticed at a first glance. I've always believed that EXAMINE is a crucial command in an adventure. Without it, everything must be taken at face value, and the player is left to the mercy of an author's not always logical thinking. In **Dracula,** the command is handled well.

Author Rod Pike believes that adventure problems should be situation driven, and not rely on traversing hundreds of locations to get object A to location B. Certainly **Dracula** is none too heavy on locations; there are a mere six in the first part, for example. But getting through to the end of it is no five minute job, and it culminates in a problem somewhat reminiscent of the shooting gallery problem in Mystery Fun House. The answer is so obvious, that it is all but staring you in the face. But will you think of it?!

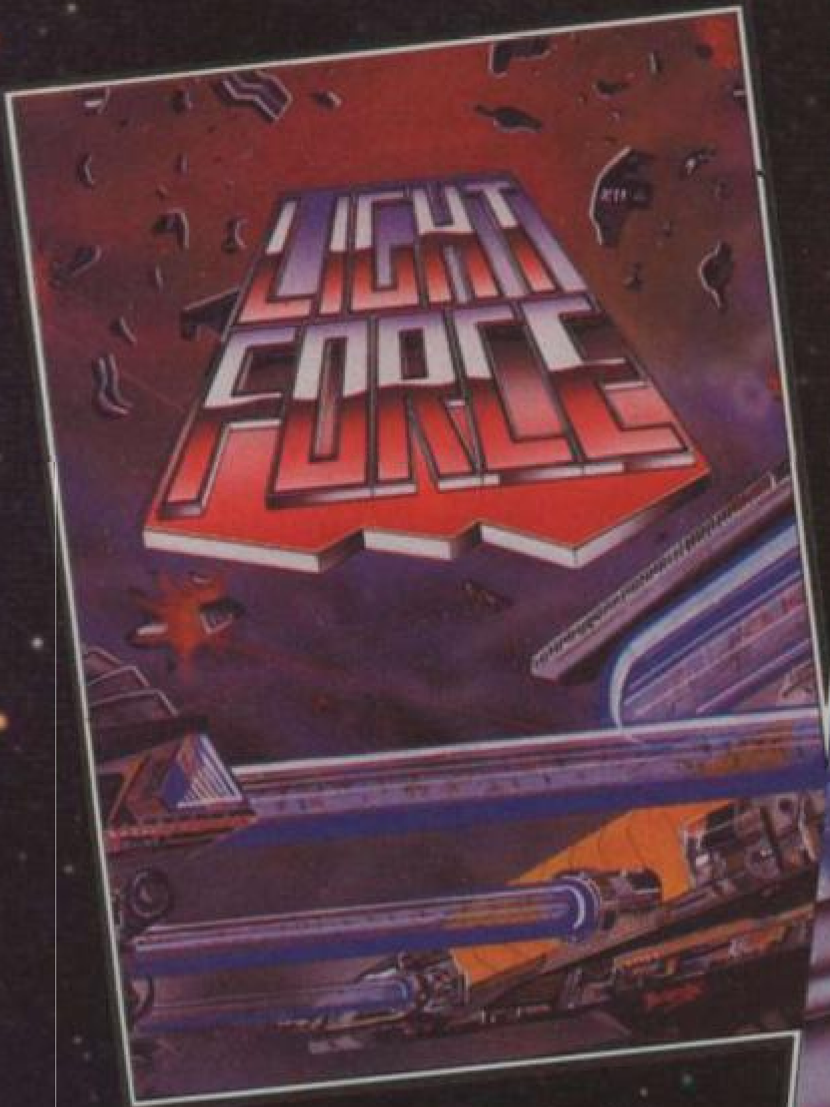
Although an impressive text adventure, graphics are also featured in the game. Unfortunately, these were not far enough advanced for me to see, and CRL were being aggravatingly secretive about what they had up their sleeves. CRL's own artist cum programmer, Jon Law, is working on them, rather than leaving them to the mercy of The Illustrator. Something unconventional is promised, but nobody was saying anything, except that they believe what they have in store has never before been done in an adventure. To add a further dimension of creepiness to the pictures there will be accompanying sound.

Already in its silent text form, **Dracula** is shaping up to be a first class adventure of its type, and will be released in three parts on two cassettes, on Halloween.

● **Vocabulary**	7
● **Atmosphere**	9
● **Personal**	8
● **Value**	8

Keith Campbell

"GAMES AT THE SPEED OF LIGHT"...



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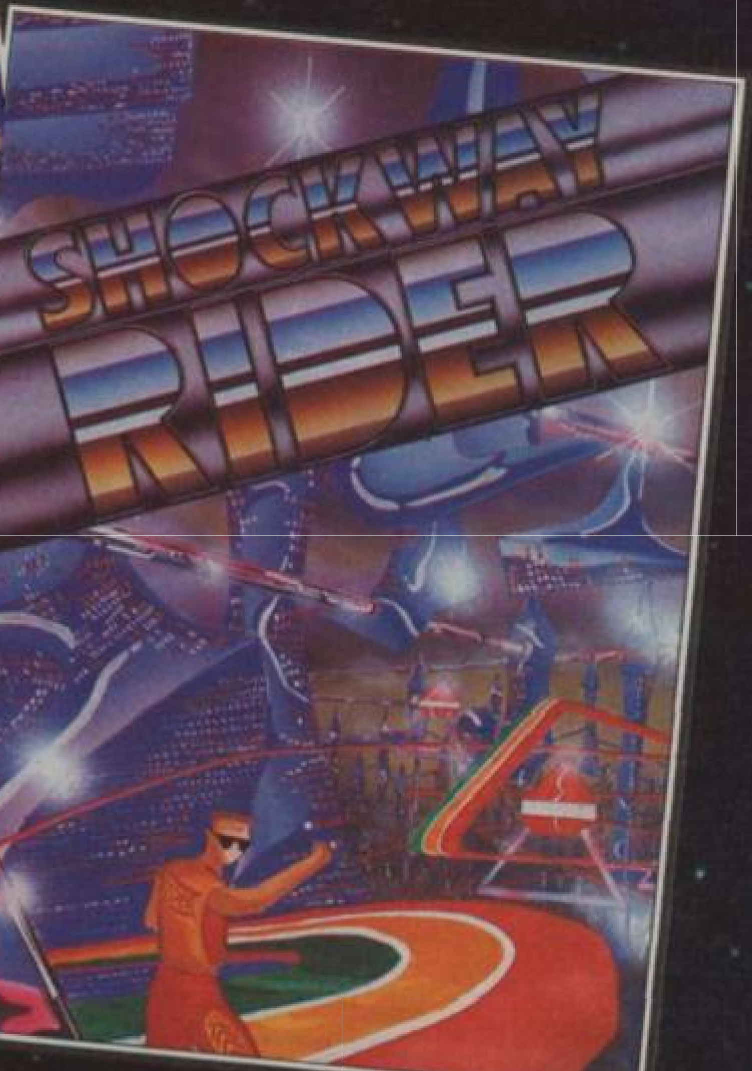

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● COMPETITION

Look into my eyes. I know they're red but that's nothing to be afraid of. You are feeling sleepy, your eyelids are beginning to droop. Sleep is enveloping you. Don't be alarmed. I only want to bite your neck. Nothing wrong with that, is there?

Talking of biting, C+VG's ace band of vampire hunters has put the bite on CRL and we've managed to get some absolutely gruesomely and ghastly Dracula competition prizes. They're horrific, in fact.

First prize is a coffin full of goodies. or should that be baddies?

The winner gets a VHS video of Dracula starring Bela Lugosi plus the ultra creepy An American Werewolf in London (also VHS). Not only that. He or she will get a copy of Dracula by Bram Stoker, four Stephen King horror novels and a his or hers Dracula mask. Oh yes, and a copy of the game.

The ten runners-up will get a copy of the games and a vampire bat. We tried to get live bats but we can't fit them in envelopes.

So what do you have to do to win these prizes? Just answer the following horrible questions and send your answers, together with the printed coupon, to Dracula Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 15 and Van Helsing's decision is final.

1) What is the name of the area Dracula comes from?

____

2) Name two methods of killing a vampire.

A____________________

B____________________

3) Name the famous British actor best known for his portrayal of Dracula?

____

4) What's a vampire's favourite drink?

____

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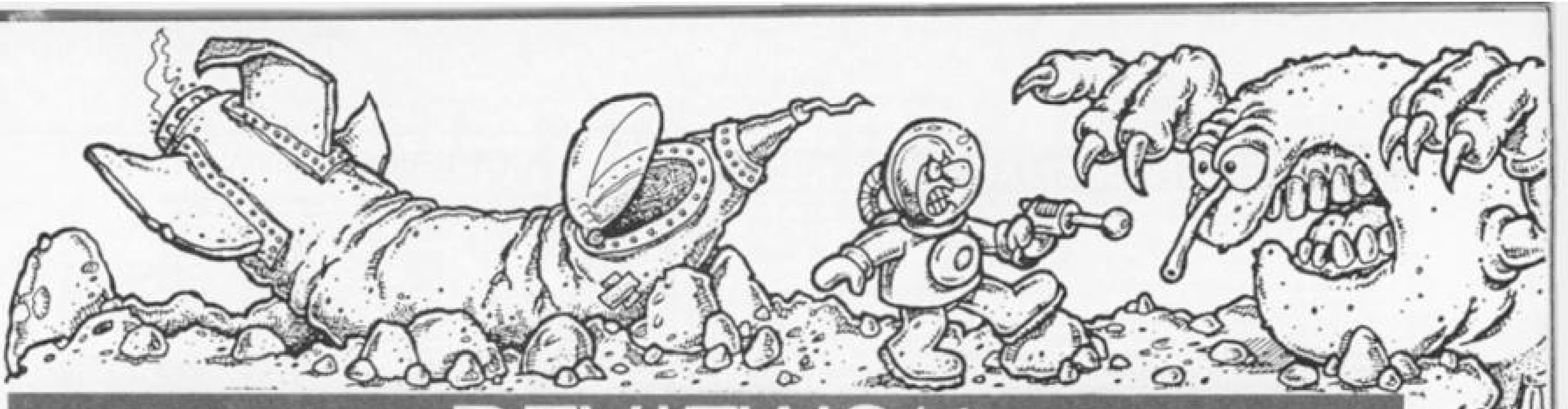

REVIEWS/1

LEATHER GODDESSES OF PHOBOS

● **Supplier:** Infocom/Activision
● **Machines:** Commodore 64/128; Atari 800
● **Price:** £24.99
Disc only on all machines.

If you're under-18, or not very broad minded, you shouldn't even think of playing this game — in fact, you shouldn't even be reading this review.

Right, now we've got rid of the old fogeys let's get down to the juicy bits. . .

Leather Goddesses — the first smelly adventure! — is a sexy romp around a few planets, in search of parts to build a machine capable of destroying the Goddesses, who plan to turn the Earth into a vast pleasure playground.

LGOP can be played in any of three modes: Tame, Suggestive, or Lewd. Default mode is Suggestive, and even the computer yawns if you switch to Tame. That leaves just one alternative, and I took it. Purely, you understand, to be able to warn you not to — it is far too powerful!

To start with, the game has to determine your sex, and it does this by giving you the urge to visit the toilet in Joe's Bar, where you are full to bursting with cheap beer. Once you've made your move, there's no sex-change available without restarting the whole game.

AS THEY NEAR *MARS*, THE *"VISITOR"* BEGINS TO *RECOVER*.
YOU'RE *SAFE* NOW.' WHO *ARE* YOU?
I'M *LANE MASTODON*, OF COURSE!
I'M *LYDIA CAMPBELL*! MY *FATHER* WAS *KIDNAPPED* BY THE LEATHER GODDESSES! I'VE GOT TO *FIND* HIM!

Suddenly, THEY strike! With a blinding flash, the aliens arrive, and cart you off to Phobos, one of the moons of Mars, where you are thrown into a very comfortable cell, minus your ordinary clothes.

But don't worry, the Goddesses have thoughtfully provided you with a brass loincloth, — or a brass bikini if you went to the 'Ladies'.

You have limited freedom to walk around the building, and to your horror, observe what must surely be your own fate.

Some poor wretch is being forcibly experimented on — anatomical experiments on unmentionable parts of his body, involving some plastic tubing, and a Yak. Eat your heart out Jeff Minter!

Teaming up with Trent, your buddy from the cell across the way, you set out to destroy these friends before they can do any more harm. Especially to you!

Trent, although not very bright, comes up with an original design for a Super Duper Anti-Leather Goddesses Machine, which he scribbles down on the back of a matchbook. All you have to do is to get hold of the parts. . .

Easier said that done in an Infocom adventure, especially when the parts are as diverse as: a six foot length of rubber hose, a pair of cotton balls, a Cleveland phonebook, a picture of Jean Harlow, and a few other bits and pieces.

Your search takes you to other planets, by means of a teleport system of black circles. Stand on one, and you fall through to another world. But there are characters around on the other worlds, that are not much friendlier than the Goddesses!

To start with, there's a mad scientist on Venus who is conducting research into whether the sex drive is in the mind or the body.

Give him half the chance, and he'll transfer you and Trent into the bodies of a pair of caged gorillas in his laboratory.

But fear not, a quick step into the circle at the foot of his stairs will allow you to avoid this fate.

Only trouble is, you spot a length of rubber hose in the cage, and it's just about six feet long. What's more, there's no way of getting it out of the cage from the outside. . . .

Even when you get out of this predicament and solve the main problem, there is some tricky thinking to be done to unravel the logical twist, and get back into your own body, free, and with all your possessions!

Mars is not a whole lot better, although if you enjoy a spot of canalling, as I do, you're in for a nice cruise on the Royal barge. Navigating from dock to dock is not too hard, despite the rather rudimentary controls, but hitting the dock that looks the most interesting, requires a careful analysis of the geometry of the canal, and the meaning of the control buttons.

That dock is called My Kinda Dock, and it is the gateway to the Sultan's Palace. The Sultan has a riddle for strangers, and it's instant death if you get it wrong first time. It's also instant death if you try to escape, or fail to answer.

But the promise of spending an hour in the secret recesses of the inner harem, with one of the Sultan's 8,379 wives, in return for the correct answers, aroused my journalist's investigative instinct.

Sharpening my wits to Wilkinson pitch, before long I was with wife number 69, who, amidst the exotic perfumes, lay naked on the luxurious furs and silks that furnished the place.

I won't tell you about what it feels like to kiss a revolting frog for it was a let down at the end.

With all this sensuousness, LGOP would hardly be complete without the scent of the many odours that confront you, and so here, is the first adventure game with added smells!

Included in the packaging is a Scatch 'n' Sniff card, and if you want to sample a smell mentioned in the game, all you have to do is type SMELL, and the computer will respond with the number to scratch. Some of them are absolutely revolting!

Although the Infocom parser is as good as any you'll get, the more I play Infocom games, the more I discover that it isn't quite as clever as it's cracked up to be. Too many times did it fail to recognise a sentence that seemed perfectly reasonable — like KISS THE FROG AND GO EAST.

The responses to impossible actions are usually helpful, by telling you not to bother, and there's a cheerful COME AGAIN if you press RETURN without entering any characters.

I played the game on a Commodore 64, and must report that it is painfully slow, making lengthy disk accesses for relatively simple commands. This, of course, will not be a problem on other machines, for I cannot imagine that any drive can be slower than the 1541.

Well, all this talking's not getting me out of the bedroom window. Believe it or not, there's a 1933 Ford parked outside, and it's got a loose headlight! I just gotta get it!

Keith Campbell

● **Vocabulary**	**8**
● **Atmosphere**	**10**
● **Personal**	**10**
● **Value**	**9**

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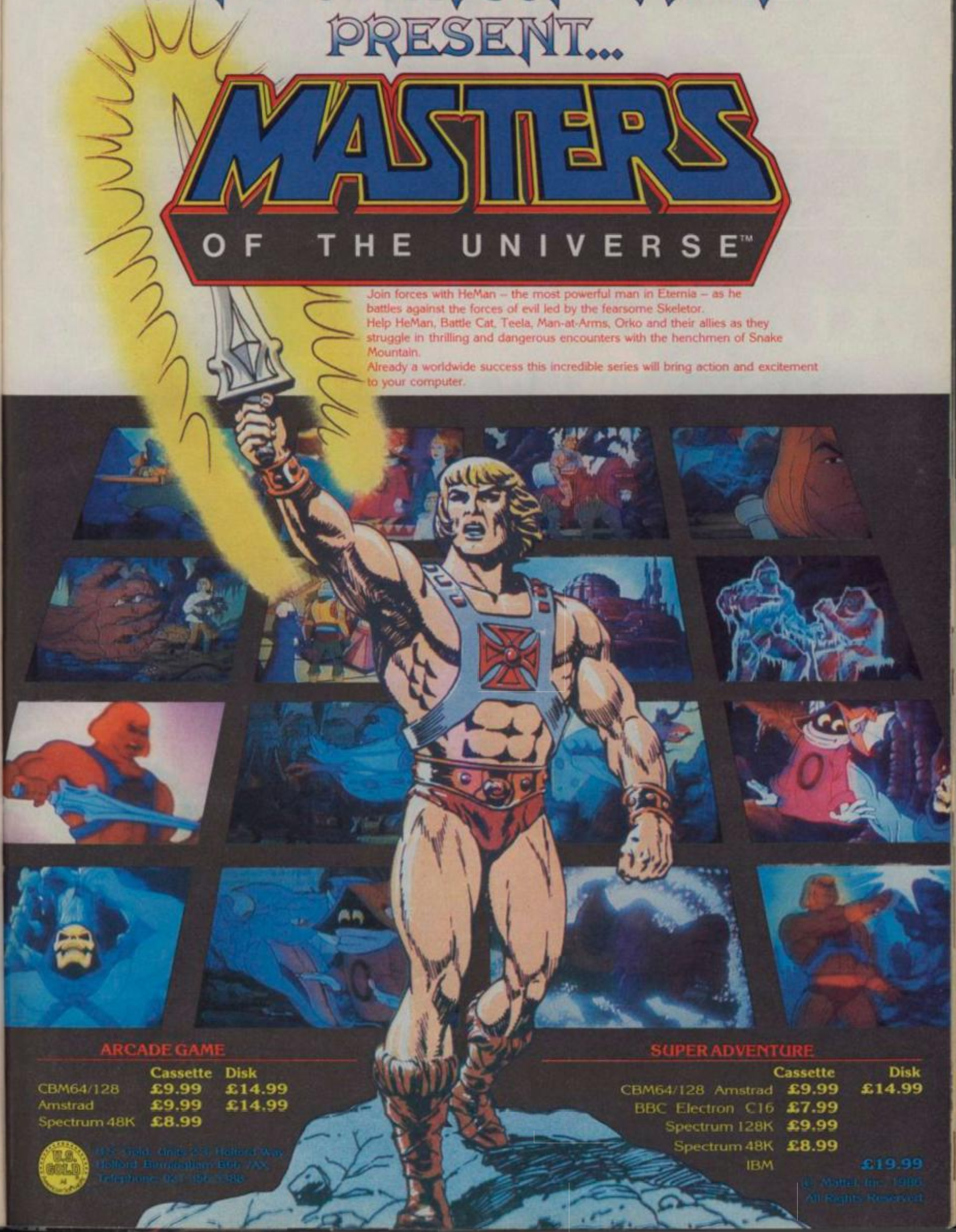

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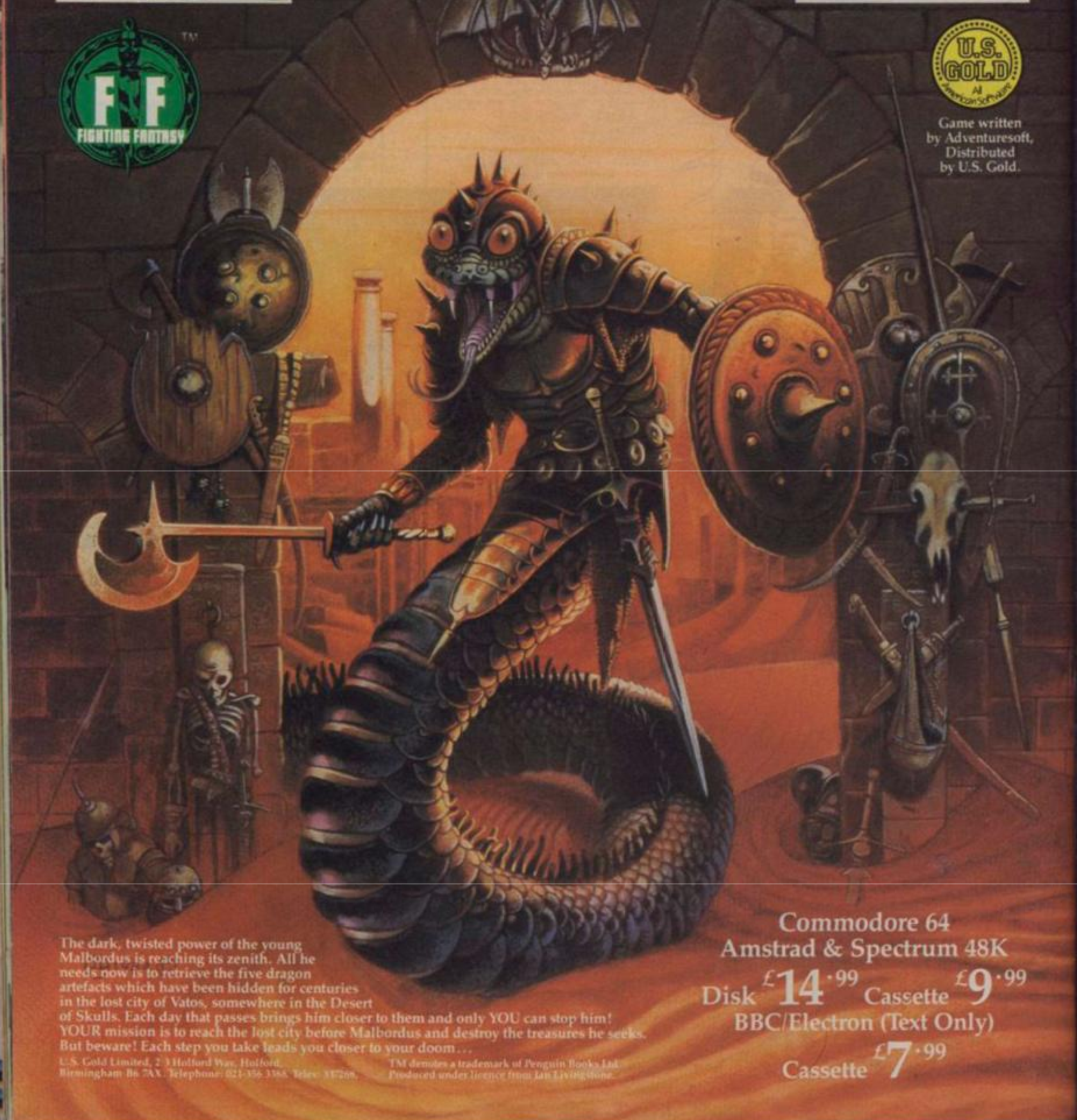

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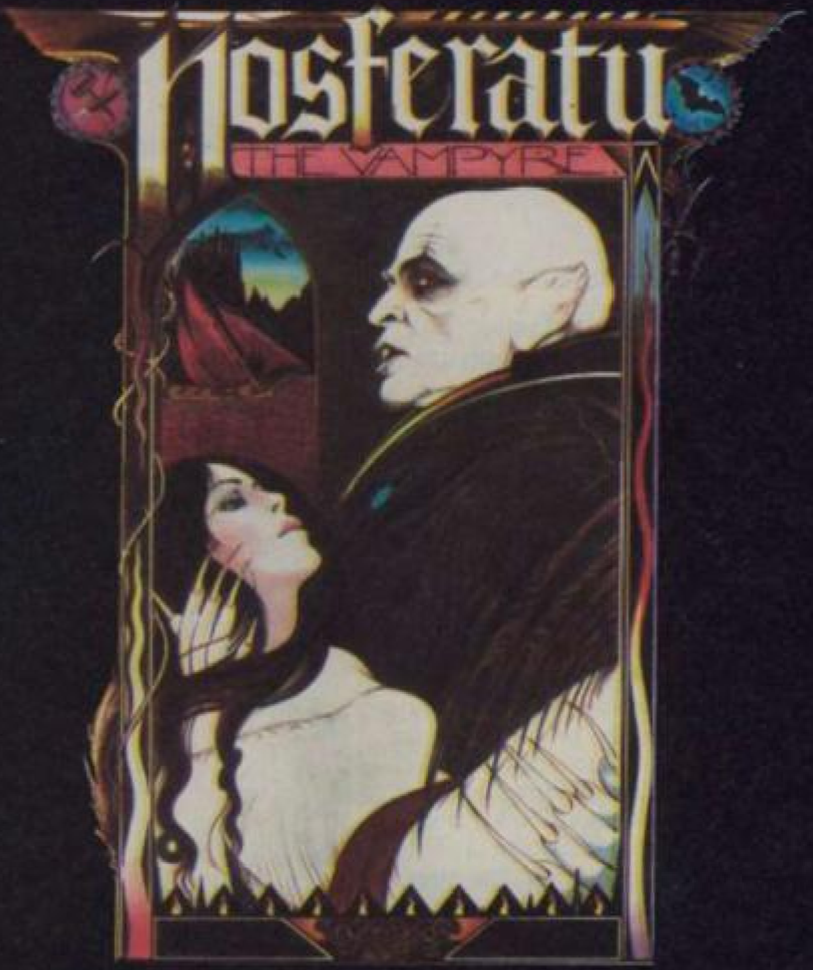

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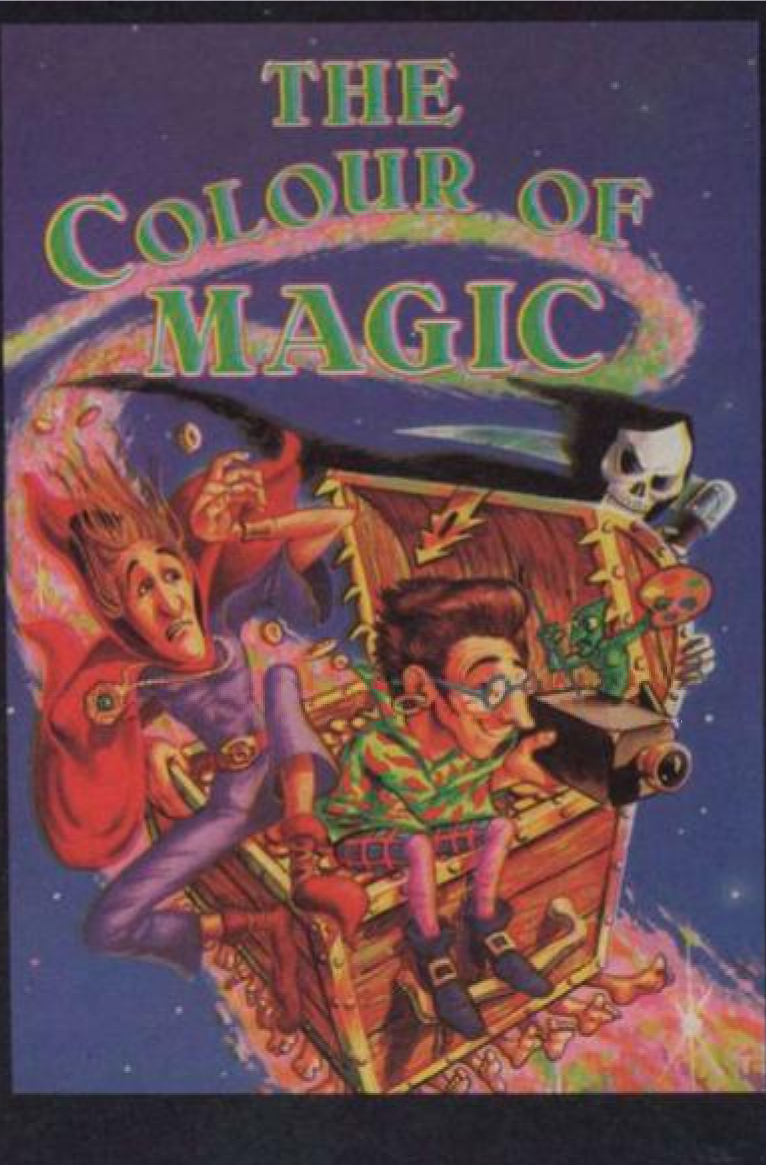

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REVIEWS/2

ZZZZZ

● **Supplier:** Mastertronic
● **Machines:** Spectrum 48k
● **Price:** £1.99

Here is one of those strange adventures that accepts text-only input, but also has provision for joystick selection of a number of icons.

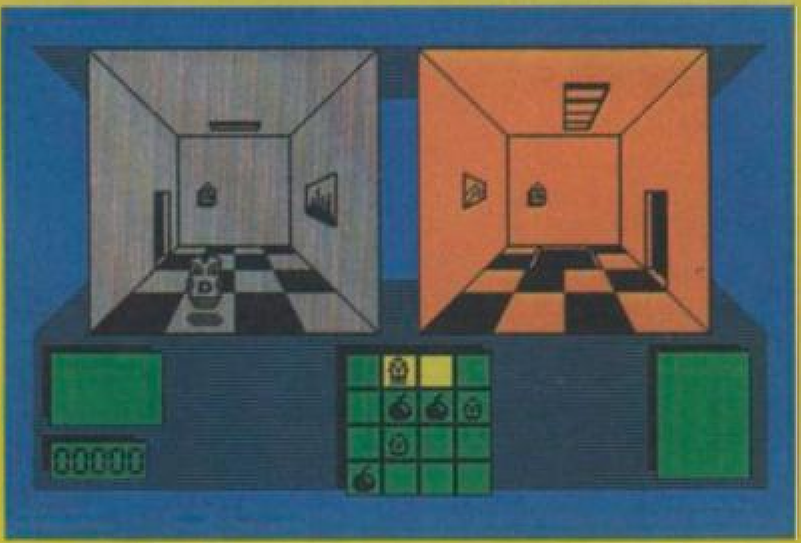
The icons represent some of the most common commands. Since it is necessary to input most commands in text, using the joystick means changing back and forth from the keyboard. For me this is no improvement over keyboard-only input. Changing over from one to another is an interruption in the flow of play.

As the game starts, the player falls asleep, and can then only escape his dreams by passing through a border post in the game.

The game is a jolly little affair, with a number of relatively unconnected problems, unlikely adjacent locations such as a beach and an igloo, and unrelated events.

Dig in the sand with the handily positioned spade, and from under a bucket will spring the Sanman (why not 'Sandman', for heaven's sake?) and he will run off into the igloo. See what I mean?

Starting off is the worst part, for the instructions on the inlay are almost microscopic in size. Were it not for the pocket magnifier helpfully supplied by The Fiend some time ago, to read his eye-straining letters, I'd probably still be struggling with the icons now!



Almost as bad is the keyboard response. The characteristics have been changed, and the rate of repeat is fast and unpredictable.

A short decisive tap on each letter is required, to ensure that only one character is entered. For some reason, apparently at random, the program takes it upon itself, every now and again to decide that ENTER has been pressed — usually when you are not looking at the screen!

This results in wasted split commands, but for some unaccountable reason, it does usually give a helpful list of exits!

Not a game to get up a good typing speed on, but fun nevertheless, and extremely good value if you've enough patience with its quirks.

Keith Campbell

● **Vocabulary**	7
● **Atmosphere**	5
● **Personal**	4
● **Value**	8

MORON

● **Supplier:** Atlantis Software, 28 Station Road, London SE25 5AG
● **Machine:** Spectrum 48k
● **Price:** £1.99 Mail order — add 36p for P&P.

This is about a race of people known as the Morons, who, whilst joyriding in space, stumbled upon and stole the three Pillars of Time. The ship's captain, deciding to keep them for himself, removed them from the safe, and hid them around the ship.

When the theft was discovered, the Moron crew killed him, but being thickos, they forgot to torture him first, so failed to learn where the Pillars were hidden. Thus, whilst searching for them, they let the ship drift out of control into a collision course with Earth.

Your job is to teleport to the ship, find the Pillars, and get away with them. As the game starts you find yourself in a teleport room, all set to go.

The ship is a big one, and on each level within it, there is a large network of corridors and cabins. Some of them are mighty strange, too — like the execution room which has three levers ranging from Nasty to Very Nasty.

There's the usual radio room, electrical room, and many others, including the ship's cinema.

Being a Moronic Ship, it appears to be coal fired. How else can the pile of coal and coke found in the fuel store be explained? This is a walk-about game — you will need to find out what's around, before going in for the kill.

All the while you are searching the ship, and deciding what to do with the various diverse objects that you are amassing, you are consuming oxygen, and battery power.

Scattered around the ship are spares. They cannot be carried, but can be changed on the spot with the help of a Moron Robot.

It pays to keep a careful map, so as to head in the right direction at top speed, when the warning is given that a replacement is needed. The number of moves allowed after the warning is given is fairly small.

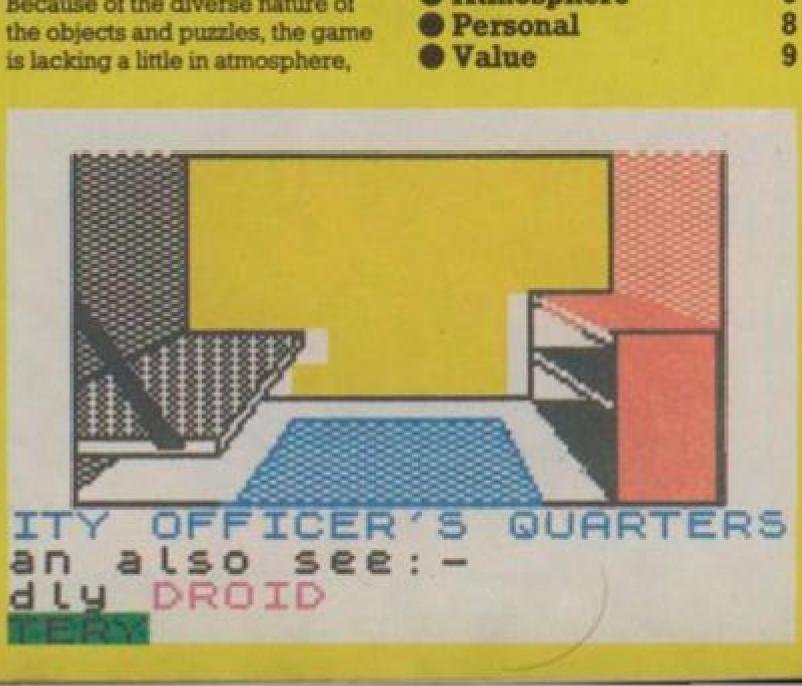
Moron is a Quilled graphic adventure, and by having relatively short text, packs a lot of objects and locations into its single load. Therein come the puzzles — fitting the right object to its puzzle. Because of the diverse nature of the objects and puzzles, the game is lacking a little in atmosphere, but don't let that put you off.

It has to be said Atlantis have done it again! There's plenty of adventure there for your £1.99, and it's worth playing!

Keith Campbell

● **Vocabulary**	7
● **Atmosphere**	6
● **Personal**	8
● **Value**	9

■



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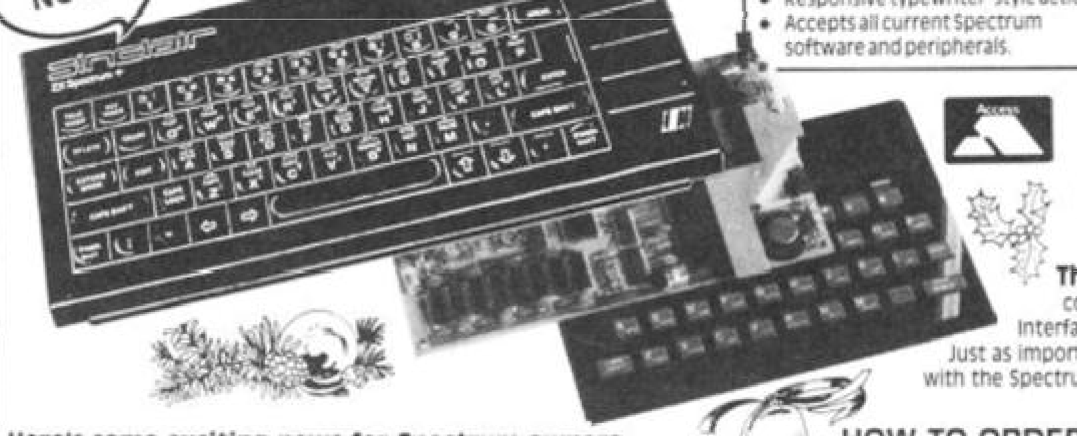

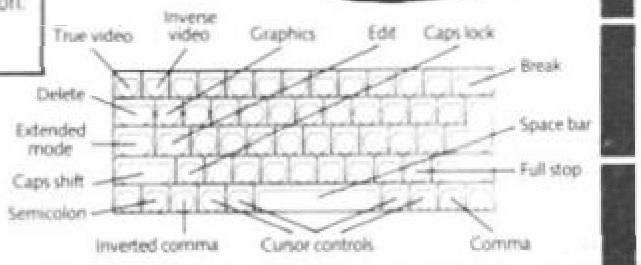

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C+VG's STORY

It's five years ago that the first fun computer magazine was launched. Pioneer editor Terry Pratt boldly looks back at what everyone else wants to forget — the early days of your favourite computer magazine and the crew that piloted it on those first faltering missions into the unknown . . .

COMPUTER
& VIDEO
GAMES
OWL
TRON
Inside a game looking out
Games listings for the Atom, Pet, Atari, ZX81, Spectrum and many more

Engineering. Step into the transporter beam quickly. We're heading back five years to a time when everyone's favourite computer looked like a mis-shapen frizbee and graphics meant black squares in different sizes . . .

Swallow deep the heady vapours of time as we materialise in a dingy office, three floors above a bombsite in London's EC1 and everybody's talking about . . . Startrek?

COMPUTER
& VIDEO
GAMES
SPACE INVADERS
WIN YOUR OWN

It was the first computer program I ever saw, spread out across 10 pages of an American Atari magazine. "We want a magazine like this but featuring this new Sinclair thingummy." No problem. I surveyed the C+VG flightdeck and planned a first issue based around this super Startrek program.

The office equipment budget didn't stretch as far as an Atari — more like a packet of paper clips (in our *dreams* whole staplers would waft and sway temptingly).

Diligently we set about translating the Atari code onto a ZX81: LET 1 = . . . This was the stuff, *to boldy go where no* piece of moulded plastic had gone before.

Dusky Lieutenant Susan Cameron was communications officer on the magazine: "Wha' . . . IF1›0 AND 1‹M THEN GOSUB 2000 . . . what did you say this was, Machine Code?"

Gradually the game began to take shape. A complicated affair of long and short range scans, vectors and hostile Klingons. Then there were the graphics, mainly white dots

"It's all quite logical Captain, the luminosity of the lone white pixel on the screen is a perfect representation of the star Beta Centuri as seen from Earth." Science officer Elspeth Joiner grappled with her scanner, a black and white TV puloined from the publisher's gran a week earlier and already doing sterling service in the computer room, in between episodes of Emmerdale Farm.

Stardate 15/9/81: Science officer still in orbit in the vicinty of line 17 and only two weeks to press time. The crew are close to mutiny over paying for their own coffee. We decide to bring in a computer expert at great *expense to help the translation* along. Enter chief engineer John Koblanski.

Error in line 18. "The memory'll no take it Cap'n. She's crying out for more power." Hmmm seems 1K doesn't go very far. Time to search out more dilithium crystals.

ACTIVISION
COMPETITION
COMPUTER
GAMES
FREE
BOOK OF GAMES

We spend six hours making out our case to put to Star Fleet Commander Tom Molony (publisher) to invest £39.95 in a 16K RAM-pack . . ." . . . so you see it'll make the computer 16 times more powerful. Just imagine . . ."

He agrees to take our case to the Federation.

Stardate 18/9/81: The issue is starting to take shape so it's time to prepare the shuttle for a trip to the printers. We set phasors on stun. It promises to be a long discussion on the revised copy deadlines . .

"Of course he had the Pet at school, so we bought a Sinclair ZX80. We thought about the Vic but when the ZX81 came out . . ." Aargh Klingons!!

COMPUTER
& VIDEO
GAMES
5 GREAT COMPETITIONS!
WIN
PLUS
AND GAME TIPS

We return from Southend with a RAM-pack borrowed from the production manager's son and the knowledge that we fulfilled our brief: to search out new civilisations.

Stardate 22/9/81: One week 'til pressday. Starfleet Command seems concerned about copyright problems. I assure him I have been given full permission to use the name "Startrek".

That night I flip open the communicator and talk to Warner Bros press office. Two days later Lieutenant Cameron gets an urgent communication, a telex rushed through the ether from Earth (Via Peterborough): "We know nothing about this Startrek program. No permission has been given. We cannot, repeat NOT allow you to publish."

COMPUTER
GAMES
LORD OF THE RINGS
SHATTER · THE WORLD'S FIRST COMPUTER COMIC
ENTER THE GREAT M.U.D. CHALLENGE · WIN SUMMER GAMES II

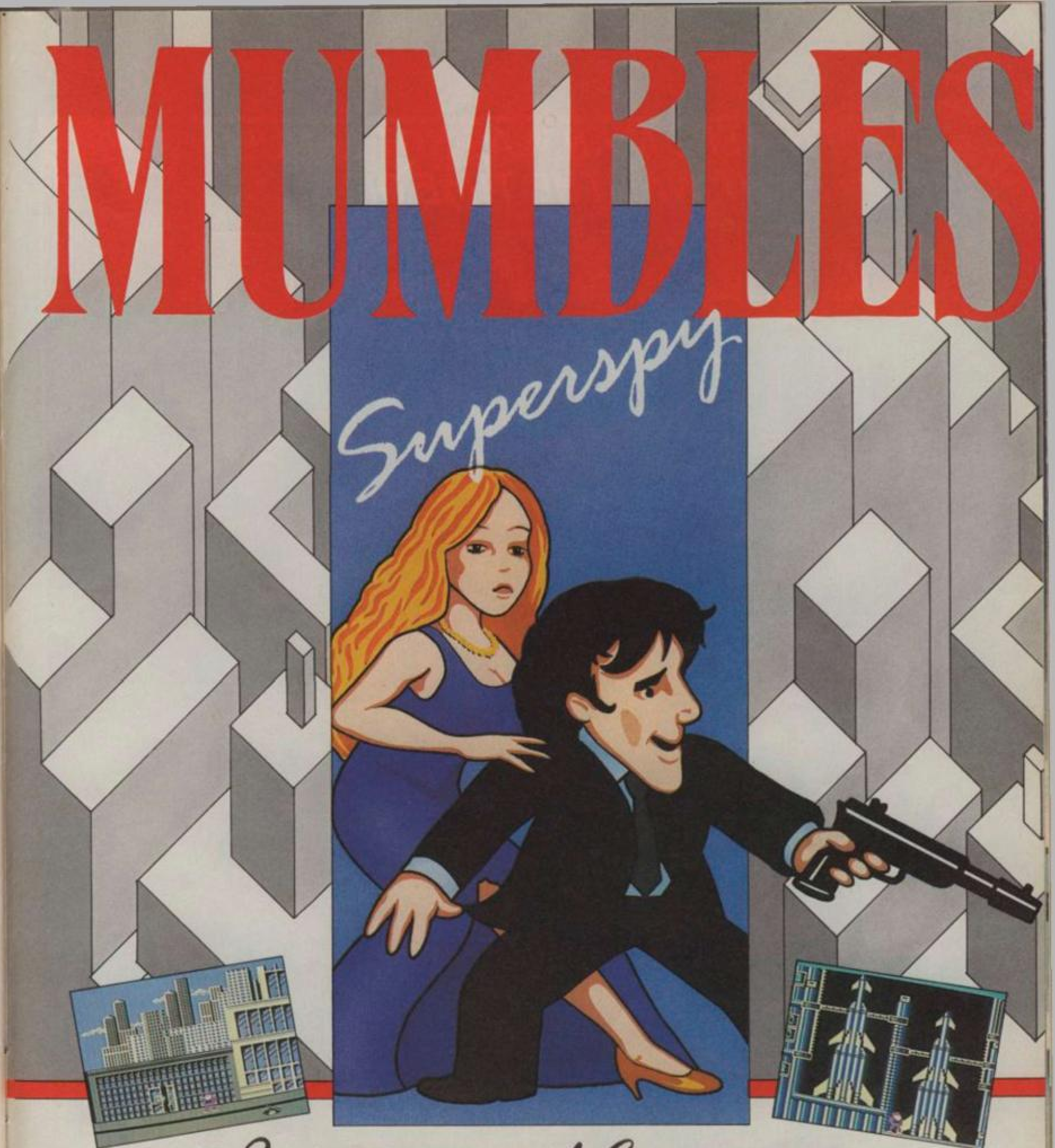
Looks like we are in breach of the Romulan Treaty. Damage reports are coming in from all sectors: our RAM-pack has an awkward habit of losing the program. ("No life readings Cap'n"); the science office is behaving illogically over an adventure column from planetary engineer Campbell ("Strange Captain it seems he actually enjoys playing computer games"). The flightdeck is full of Romulan designers.

McCoy prescribes new earrings for the science officer and coffee for the captain. He can do nothing about the Romulan designers and offers little comfort on the subject of the RAM-pack ("It's 'wobble' Jim.")

Stardate 24/8/81: Ahead Warp Factor Four, we've hunted out another ZX81 listing, Space Bomber, which runs in 1K. We deactivate shields, our problems are over.

These have been the Voyages of the Starship C+VG. It's *five* year mission, to seek out new games and new challenges. To boldly . . . Energise!

"Wake-up Terry, we've got Beyond on the phone. Seems they never game you permission to use the digitised pictures of the Startrek crew on page 8 of the Oct . . ."



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Your mission is to find Beldar the mad scientist and destroy his laboratory before he destroys the world. The only clue you have is that Beldar was last seen entering the sewer system of the city. But be careful – he has an army of gangsters and has wired the underground with control panels, sliding doors, laser rockets, bombs and many other hazards. Good luck on what could be your most dangerous mission yet.

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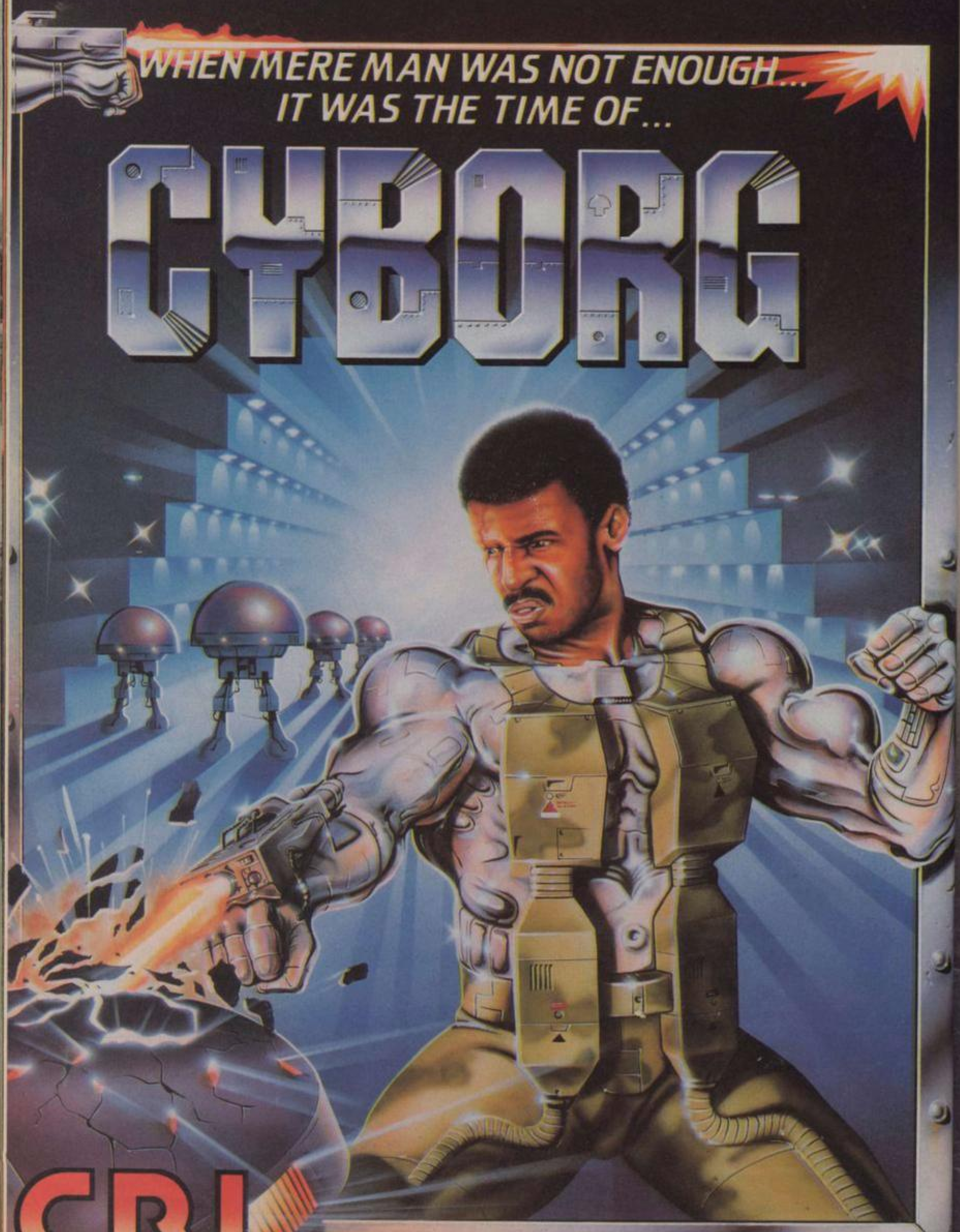
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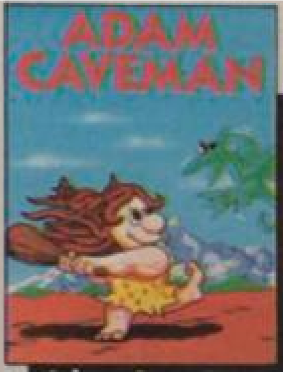

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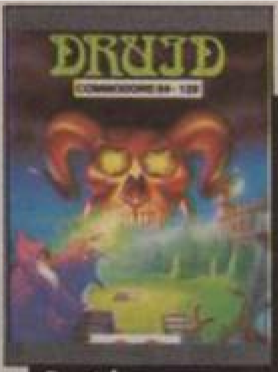
DATABYTE



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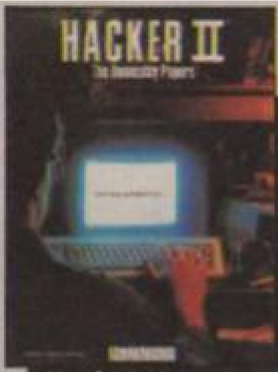

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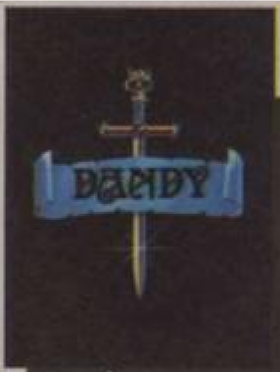

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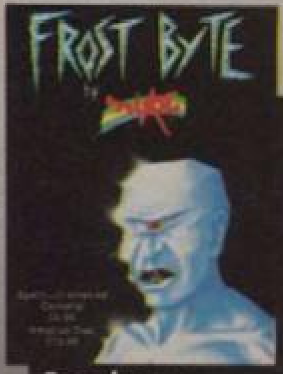

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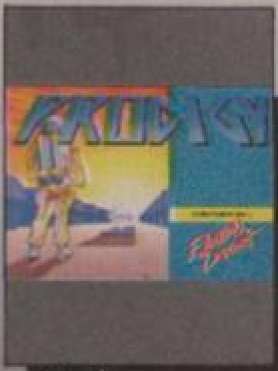

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ELECTRIC DREAMS

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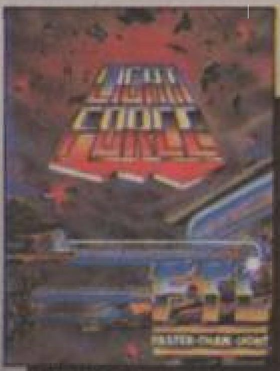

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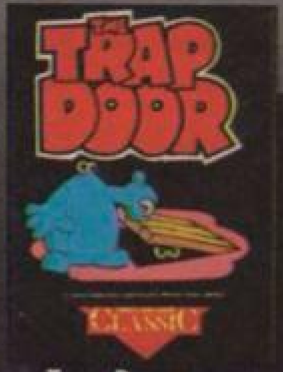

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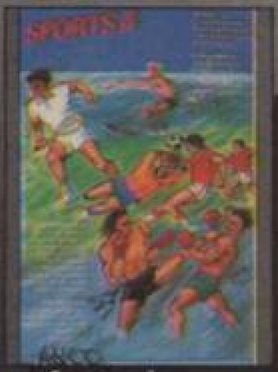

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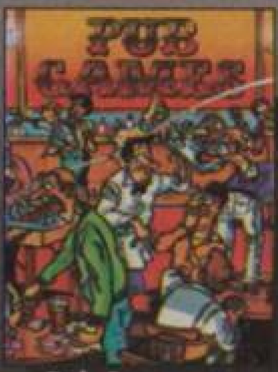

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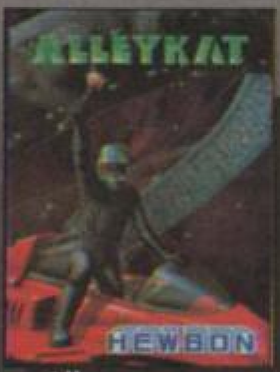

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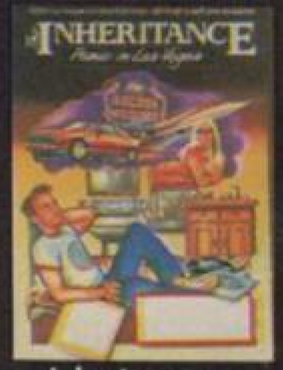

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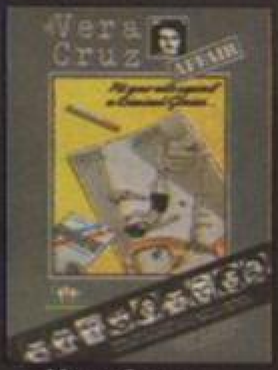

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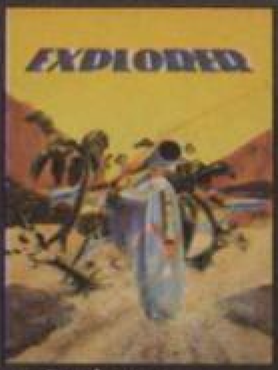

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But don't expect a warm welcome. Expect everything else those pesky humans can throw at you. Tanks. F-111 fighters. Cops. The Army, Navy, Air Force and Marines. Even a nuke now and then.

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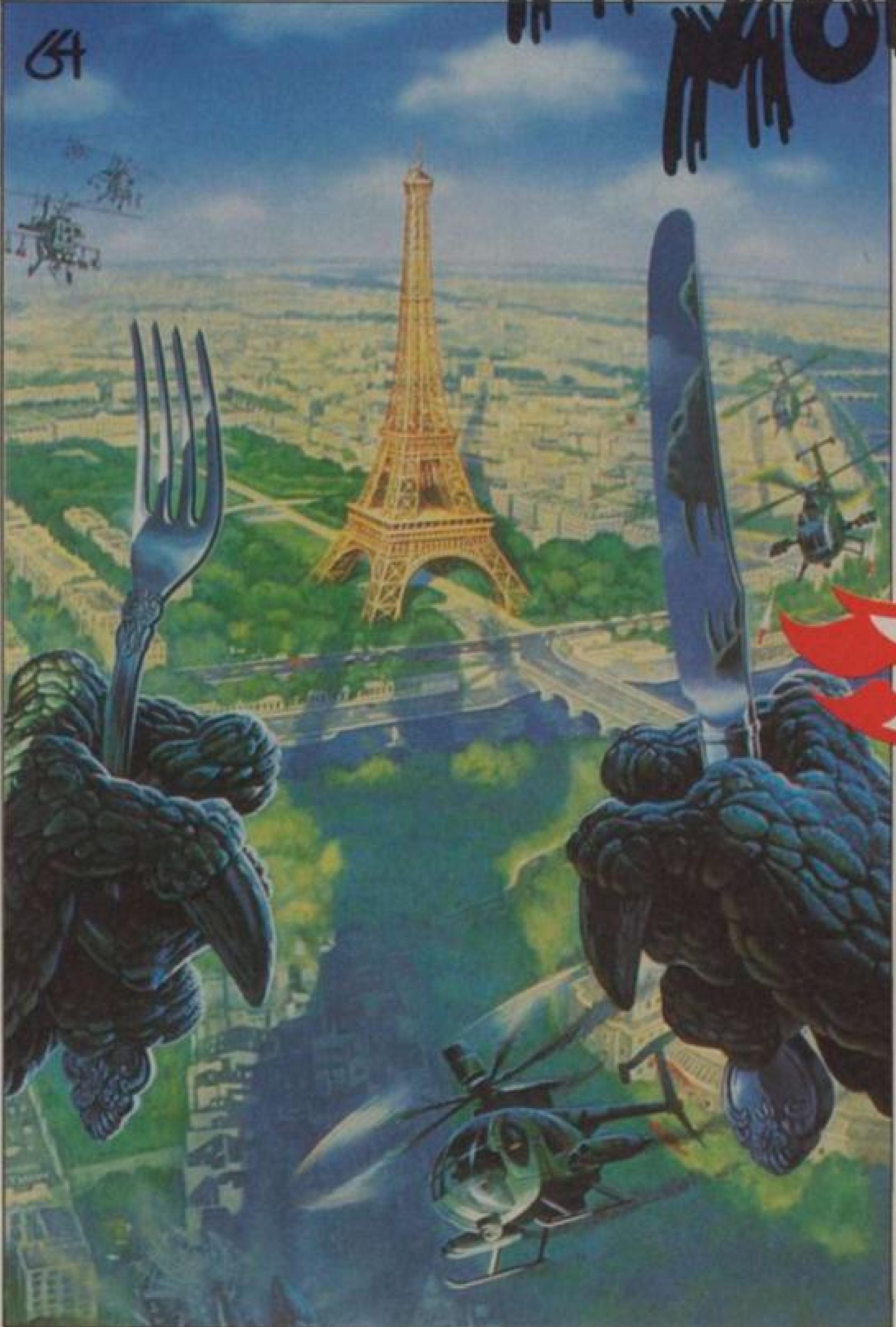

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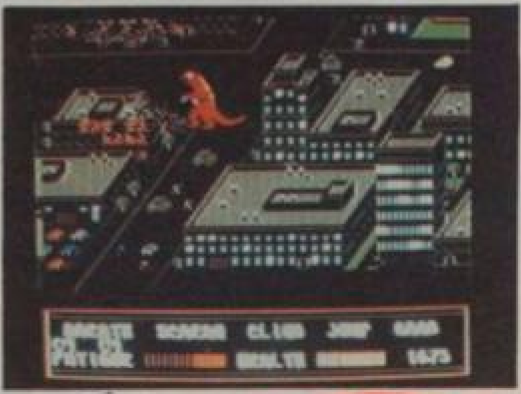

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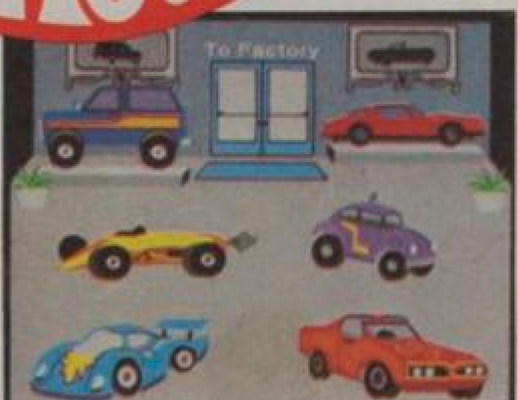

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Screen shot from Commodore 64/128 version of game.

The true story of the last five years.....

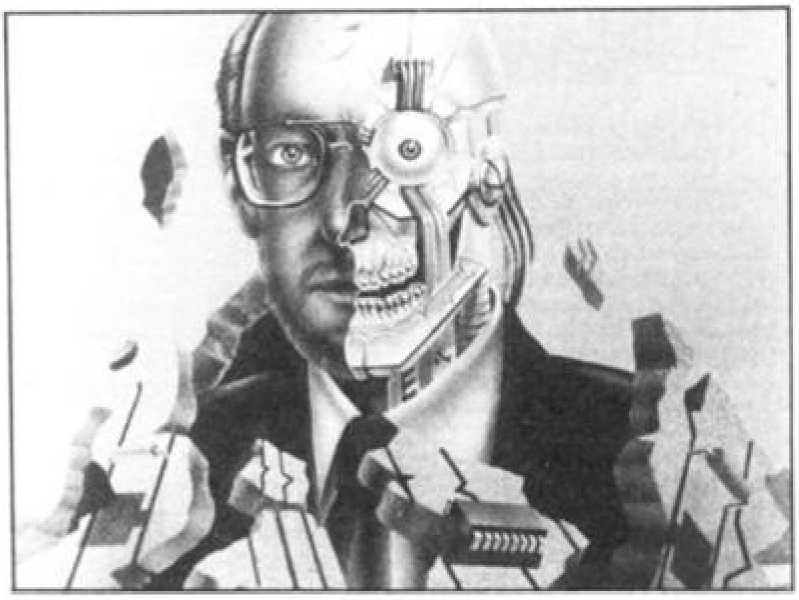
. . . well almost. C+VG goes out of control on this page as Juan Hu Nose, alias computer guru Mel Croucher, takes a highly individual — warped and eccentric, in other words — look at the micro world. Any resemblance to truth is purely coincidental.

Five years ago, when Norman and Norma Normal thought that the Digital Computer was a rubber glove, that CD stood for Corps Diplomatique, that a joystick was something to do with insence, that Baud Rate referred to Party Political Broadcasts, **COMPUTER & VIDEO GAMES** hit the shelves.

In the most volatile, hilarious, fastest and dangerous industry ever conceived by homo semi-sapiens, C+VG has remained constant as the Northern Star, with Tim Metcalfe twinkling, bright and stable as Polaris itself.

To call him a pillar of the establishment is hardly adequate, (besides, pillars are meant to be lofty, slender and upright.) But I can't think of anyone else in the computing world who has given us five years of continuously splendid service. Happy Fifth Birthday C+VG. Happy Birthday, Tim. With many thanks, and my very best wishes for the next Five Years.

Right! That's softened 'em up enough, let's see if they'll print this load of libelous, egocentric, crummy garbage . . .



FIVE RANDOM THOUGHTS FROM THE PADDED CELL

- When cars were first produced, they ran on electricity, petrol, steam, diesel, parrafin or chicken manure. Cassettes are like chicken manure; long-winded, messy and prone to corruption. In five years time they will be ex-stinkt.
- In 1981, 1K of popular computing memory cost £84 + VAT, from the Chairman of Mensa. Five years on, 1K of popular computing costs 78 pence, from an ex-barrow boy. In 1991, amnesia will be cured forever, free, by woodlice.
- In 1981, trestle tables were used by us innocent founders of British microsoftware to display our wares to you, our public. The cost £12.50pee per show, and I shared my four tables with Mikrogen, Quicksilva and Artic. It was great fun. In 1986, several software houses paid over £50,000 for stands to display their wares to you, our public, at Olympia. It was hellish. Croucher's First Law of Economics reads; "HYPE = (EGO × $)^2"
- *"Everyone's A Wally"* shall be given away free to the marketing personnel for the Oric, Jupiter Ace, Lynx, Enterprise, Dragon, and all those other machines whose names we forget. MSX fails to qualify, due to the current alignment of Mercury and Uranus.

THE TRUE HISTORY OF THE NEXT FIVE YEARS (by Ivor Krystel-Ball)

1987 Clive Sinclair changes his name by deed poll to Alan Sugar, and loses a fortune with his Electronic toilet roll. Alan Sugar changes his name to Clive Sinclair 'cos he says so, and is appointed by Queen Margaret to clean our streets of Richard Branson.

1986: The Interactive Computer Disc is lauched, enabling any player to participate in any fantasy, with true-to-life graphics, binaural stereo, touch, smell, and fresh ground coffee. 69,000 acned youths grow hairy palms and go blind within the week.

1981: The Year of the Monkey

- Clive Sinclar invented mass monochrome 1K computing.
- Youthful Enterprise invented mass piracy.
- Rod Cousens was born in a lowly stable, near Bethlehem.
- Everyone played Ping Pong. (Same old racket, new balls.)

1982: The Year of the Flea

- Clair Sinclive invented mass colour 48K computing.
- Several thousand loonies formed software houses.
- Jeff Minter was assembled from Hazel twigs by Druids, near Stonehenge.
- Everyone played Asteroids. Gvt. Health Warning, "A steroid can seriously damage your health"

1983: The Year of the Rat

- Accountants, wholesalers, lawyers and sundry bar stewards proceeded to rip off anyone who breathed.
- Matthew Smith was invented by *The Sun.*
- Everyone played **Dungeons and Dragons.** Orcs staged protest marches outside Hobbitat.

1984: The Year of The Sheep

- Cartloads of naff computers went on sale in the high street multiples, and a law was decreed that they all be named after rotting fruit or near-extinct animals.
- Clement Chambers grew out of his Cowboy Outfit and opened a Post Office Savings Account.
- Everyone played *Decathlon.* Daley Thompson became a one-inch-high weakly.

1985: The Year of The Pig

- Alan Expletive Sugar, Robert Mad Maxwell and Attilla the Hun divided up the conquered world.
- The price of software halved.
- Geoff Brown was born in the US Gold.
- Everyone played compilations. Old software never dies, they just change the packaging.

1986: The Year of the Bitch

- A great funeral pyre was constructed from the corpses of the original computer industry. From the ashes, pedigree dogs arose, sniffing one another like open season at Crufts.
- Mel Croucher was bourne kicking and screaming by the men in white coats.
- Everyone played Kung Fu. You can make lots of anagrams from Kung Fu.

1989: Home computers are banned by the Revolutionary Provisional Government, and micro users are rounded up in football stadia, forced to watched video recordings of *The Great Space Race.* Hardened cases are tortured in solitary confinement by copies of The PiMan's Greatest Hits.

1990: The Ultimate Breakthrough in home computing entertainment is produced for the masses, by the Ministry of Pleasure. It involves a lightweight sphere, two manual manipulation units, a symbolic division between East and West, and a smooth rectangular, 4-dimensional playing area. It is called Ping Pong.

1991: Computer + Video Games celebrates its Tenth Birthday. Sir Timothy Metcalfe organises a huge Charity Concert in aid of famine relief in Farringdon Road, EC1.

- Why are we still in this industry five years on? Because, gentle reader, we love it!

Mel Croucher.

ADVENTURE THRO

From small beginnings, mighty adventures have grown. Keith Campbell, probably the most knowlegable adventure writer in the world, looks back over five years of brain-bruising, mind-bending problem solving.

5

Five years ago today, the world's first ever fun computer magazine appeared on the bookstalls, and starting in it, was the world's very first regular adventure column.

Home computers, in late 1981, were just emerging from the era of relatively expensive machines, such as the PET, Apple, and TRS-80, affordable mainly by enthusiasts, to become, more widely and openly, entertainment machines, such as the VIC-20.

Fortunately, those early enthusiasts were mainly interested in the tricks computers could get up to, and writing the programs to do them. Such people often worked in mainframe installations, and sitting in a mainframe in the USA, was an innocent little program full of puzzles and twists, written for fun to frustrate and entertain other people working on the system. It was the called **Colossal Cave.**

This was shortly followed by a similar game called simply **Dungeon**, on a DEC PDP mini. Becoming hooked on both these games, a programmer working on defence projects took the format and devised a smaller and completely different cave. He then set about seeing if he could cut down the text and fit it into the 16K memory of a standard TRS-80, running from tape. They said it couldn't be done. He did it, his name was Scott Adams, and the game, **Adventureland**, started off what is now, worldwide if not in the UK, probably the most popular form of computer game.

16K was the start-point of this revolution, and as hardware evolved, with memory, colour graphics, and disk-drives becoming available at ever-decreasing prices, so the adventure evolved. Some modern adventures might seem like a completely different genre, but think carefully about them, and you will see that they all have their roots in the Adventure format.

Adventureland was written with the beginner in mind. After all, nearly everybody was one! In fairly abbreviated text, with simple verb-noun input, it soon became popular enough to warrant being converted from its original Basic, into machine code, with versions for the Apple and Atari. The display method, of almost instantaneously updating the location details in the top part of the screen, brought about by machine code, added a sense of drama and excitement to a game already full of surprises.

Little wonder, then, that this was the start of a series — some of them classics like **The Count, Ghost Town, Mystery Fun House,** and **Sorceror Of Claymorgue Castle** — which even today continues to be converted for new micros. In those early days of C+VG, when half of the Adventure page consisted of a 'tutorial' on programming an adventure in Basic, there were only sufficient existing games, plus new ones appearing, for one review per month, with the prospect of running out after a year or so.

There was a light on the horizon, however. As well as an occasional new release from the USA, new adventures were appearing for the TRS-80, from a UK source. Mysterious Adventures were written by a fan of Scott Adams, a telecommunications engineer from Blackpool, named Brian Howarth. Very much in the same style, although with slightly less 'bite' than Scott's series, they were certainly 'the next best thing', and **Golden Baton** was soon followed by **Time Machine** and **Arrow of Death**, eventually building into a series which included the classic (in my book, at leats) **Circus**.

Soon the British Spectrum was with us, much more a games computer than a serious micro, and at a price to match. With it came a whole series of new adventures from a UK source called Artic: **Adventures A-D — Planet of Death, Ship Of Doom, Inca Curse,** and **Espionage Island.** These were very popular amongst Spectrum owners, but then, they had not seen any of those early TRS-80 programs. In **A-D**, the plots were not so logical and devious, some of the spelling (particularly in Inca Curse) was atrocious, and often, the wording required for the player's input was difficult to guess. SWITCH SWITCH and POINT SONIC are two of the more tortuous inputs required, that spring readily to mind.

Then came a major turning point in the popularity of the Adventure — the arrival of what has almost certainly been the best seling adventure ever — **The Hobbit**. This made use of the colour graphics capability of the Spectrum, and featured an advanced parser, which accepted conversations with independent characters who moved around of their own accord within the game. But perhaps more importantly, there was a picture to go with every location.

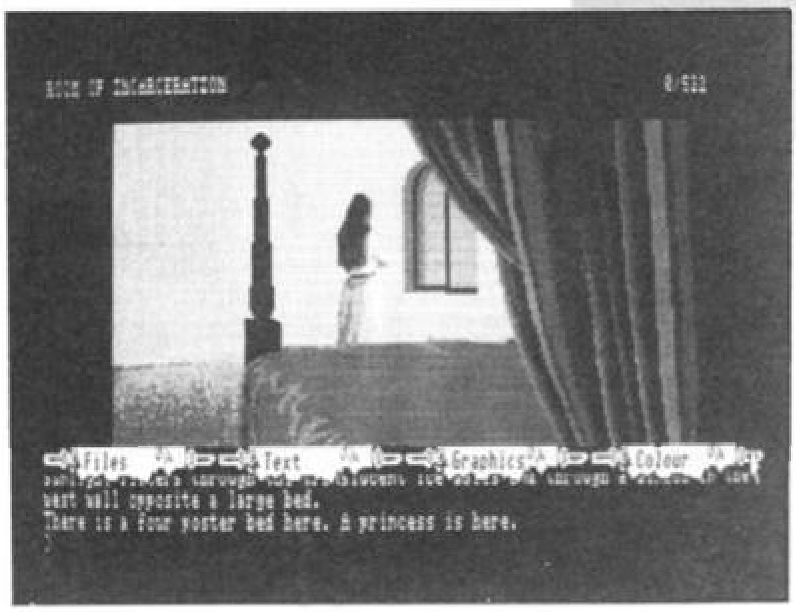
And so a whole new format was started — the Graphic Adventure. No matter that the Hobbit program was prone to crash if fed certain complex commands, it became a pastime in itself for players to discover new bugs!

The idea of a complex parser was not new. Infocom, a US software house, split the DEC Dungeon into three separate parts, running from disk on micros such as TRS-80, and Apple, and it had a very advanced parser indeed. Not only that, it worked! This development went little noticed in the UK, where disk drivers were a relative rarity amongst computer owners, but in fact **Zork** was available in the UK as early as 1980 — well before C+VG was even thought of!

With the arrival of the graphic adventure, Infocom's policy was to ignore it, concentrating on improvements to text, to produce 'Interactive Fiction'. That policy paid off handsomely in the US, where the top ten games list today, rarely fails to include one from Infocom. But the incredibly cheap Spectrum, without a standard disk drive, and the low-memory Vic-20, tended to attract people in Britain with low cost graphics oriented games.

Nevertheless, in the UK, there is little doubt that graphics attracted many people to the adventure game, who might otherwise have ignored it. Unfortunately, this fact became an excuse for those responsible for accepting titles to be sold in the big chin stores, to instinctively reject anything without pictures, frustrating those enthusiasts who preferred the mental pictures that imaginative text can produce.

However, there was an exception, as always. When the BBC micro arrived, it soon had many followers, and its backing by the BBC soon led to Acorn's stranglehold on the education market. People naturally wanted their kids to have the same machine at home as they used at school. But with a mere 32K of memory, it was undersized in comparison with the overwhelmingly popular Spectrum. There wasn't enough memory to add graphics to an adventure game. Perhaps this was a good thing, for a whole series of text adventures was produced for it by Peter Killworth, starting off with the now classic **Philosopher's Quest**. These,



```
[illegible]
west wall opposite a large bed.
There is a four poster bed here. A princess is here.
>
```

OUGHOUT THE AGES

despite having no graphics, were actually to be seen on the shelves of the multiples! For some unknown reason, these games alone amongst popular adventures, were never converted to run on any other machine.

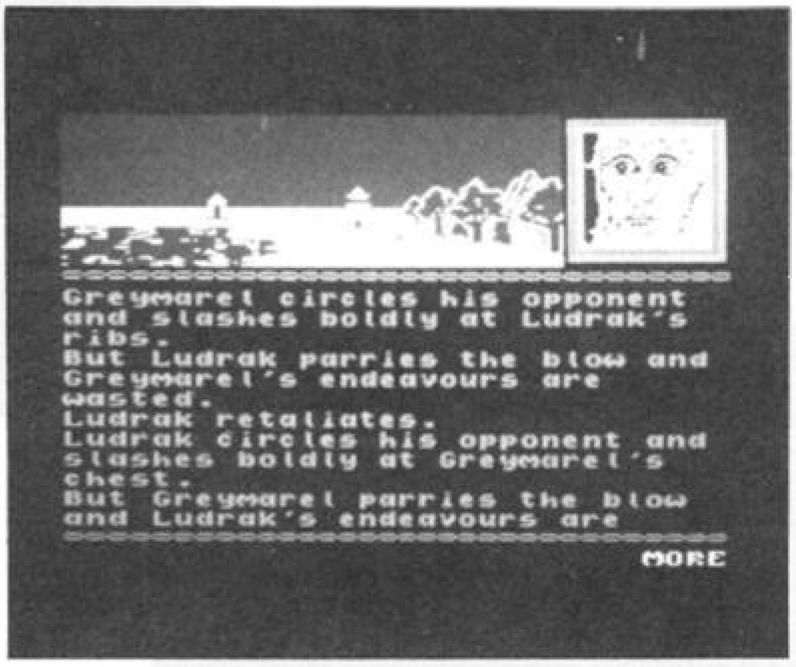
A breakthrough of sorts came to BBC adventuring, when a complex graphic adventure called **Twin Kingdom Valley** appeared. Still a popular game today, and played also on the Spectrum and Commodore, it was first released on the BBC. The graphics were, admittedly, somewhat garish in colour, but they were there, nevertheless.

By now, owners of the popular computers of the day were becoming increasingly frustrated at not being able to play Scott Adams games, and a start was made on their conversion, by Brian Howarth. He had more quickly adapted to UK hardware, and had a ready made system for converting from the TRS-80 format. When graphics were added, they were held in memory, and just flicked on the screen — no hanging around whilst the player waited for the picture to be drawn and filled with colour.

Around this time, a small firm called Level 9 were beginning to attract attention. They had taken the mainframe **Colossal Cave** adventure, squeezed it into a BBC micro, amongst others, and added a whole new ending. Two more games with original scenarios, **Adventure Quest** and **Dungeon Adventure** followed, soon completed a trilogy. Then a science fiction adventure, **Snowball**, really made adventurers sit up and take notice, and this was helped in no small measue by the ability of Level 9 to release versions almost simultaneously for a whole range of machines.

Level 9 had got the conversion side sorted out right from the start, and made the whole process almost automatic. Their reputation for high quality text adventures soared, and each new release was eagerly awaited. It was a matter of great controversy amongst adventure enthusiasts when Level 9 succumbed to the graphics bandwagon. They developed a graphics system for **Erik the Viking**, which they wrote under contract to Mosaic Publishing, specialists in 'Bookware' — computerisation of existing fiction. Once developed, as a matter of commercial necessity, their own label adventures also had graphics, the first of these being **Return To Eden**. However, their concentration on the business end of the programs, meant their latest techniques of text compression allowed them to squeeze more text into a new graphic adventure, than had hitherto been possible in a text adventure.

The arrival of the Commodore 64 saw yet another development in adventuring. The 'big three' as they were known at the time, consisted of the BBC, Spectrum, and Commodore. Through a very competitive price, the Spectrum was the most popular but lacked a 'proper' keyboard. The BBC was a quality machine, but soon became vastly overpriced, failing to follow the market trends and become cheaper. The Commodore had a good keyboard, at 64K a larger memory than its rivals, and some stunning graphics.



```
Greymarel circles his opponent
and slashes boldly at Ludrak's
ribs.
But Ludrak parries the blow and
Greymarel's endeavours are
wasted.
Ludrak retaliates.
Ludrak circles his opponent and
slashes boldly at Greymarel's
chest.
But Greymarel parries the blow
and Ludrak's endeavours are
                           MORE
```

The BBC required internal modifications to add a drive at a cost of at least 50% more; the Spectrum had no facilities for a standard drive. As well as attracting writers of new adventures, here, at last, was an affordable US machines, to which disk could later be added at an affordable price, and on which the big US adventures could be played. Commodore released **Zork** and a number of other Infocom adventures, in cut-down packaging, at less than one third of their normal price. In addition, a whole range of new American adventures, mostly with graphics held on disk, started to become available in the UK.

But the arrival of the 16-bit micros, and the Atari ST in particular, has seen the most recent advance in the adventure format, in **The Pawn**. Although different in detail, with a parser as powerful as Infocom's and with graphics that really look like pictures rather than computer representations, Magnetic Scrolls has produced an adventure at least as good as anything the US can offer.

Adventure software houses have their own systems on which they can relatively quickly enter the design data for a game, without worrying too much about the program and operating system itself, what about the budding adventure author who wants to write his own game?

It didn't take a firm called Gilsoft long to realise that there was a market for an adventure writing utility, that would give the would-be author the speed advantages of machine code without the need to understand programming. **The Quill** first appeared for the Spectrum, and was soon converted for other machines. Since there are no copyright restrictions on the publication of commerical programs written using **The Quill**, we soon saw a plethora of "Quilled" adventures, many of them at a very cheap price.

It is all very well being able to write a game without understanding the programming, but nevertheless, use of **The Quill** requires a logical approach, and a good understanding of how to use it effectively. In skilled hands, and with further enhancements and graphics capabilities later added to **The Quill**, it can produce superb programs.

Unfortunately, all too often, a game has that 'Quilled look' about it. As one leading adventure producer complained when one of its non-Quilled games was reviewed as 'possibly Quilled . . .' (this magazine but NOT in the adventure column!) "saying a game is Quilled is the kiss of death!"

If the Quill is so recognisable, then perhaps the new **Graphic Adventure Creator**, produced by Incentive, will gain a better reputation. Easier to use, it has more built-in facilities, a more advanced parsing system, is fully compatible with all combinations of tape and disk, and looks less recongisable on the screen.

Whilst these have been the main developments in adventure, there have been some other not-to-be-forgotten events. This article would hardly be complete without a mention of **Pimania**, the zany competition game, in which the prize, a gloden sundial worth £7000, could only be claimed at one moment at the right place, each year. C+VG's regular loony reader, John Yeates, was originally, a Pimaniac, and the game kept him and many others guessing for months, including C+VG's own Mike Turner, of Star Dreams. He was absoloutely convinced he knew the answer, but transport problems on the day, prevented him from turning up. Imagine his astonishment when he learned that he was not only wrong, but that he lived within a walkable two miles of the site, and knew it well!

Another prize was offered in Eureka, an epic with five games in one, and the prize was an enourmous £25,000 cash. The adventure world was delighted when eventually both of these prizes were claimed, and seen to be genuine.

A less happy story was that of the successors to the amazingly popular **Hobbit**. Even if financially succesful, both **Sherlock** and **Lord Of The Rings**, (Part 1), eagerly awaited by Tolkien fans, was a great let-down when it finally arrived — too easy, not authentic, and full of bugs was the general concensus amongst its players.

There have been offshoots from the mainstream of adventure. There has been the development of the 'arcade adventure' which has caused much confusion in the minds of computer gamesters, unfamiliar with the format of true adventure. Joystick operated, and usually with no text, the problems just cannot be complex, and are more implied than posed. More often than not, it is arcade skills rather than mental agility, that leads the player to completion. In my opinion, it is a pity the word 'adventure' was ever used in their description.

Over the last five years the C+VG adventure column has evolved from a few simple programming tips and a review, occupying a single page, to a mini-magazine bringing news, mail, the Helpline with its high level of reader interaction, special features, competitions, and numerous reviews. The staggering growth in Adventure mail reaching C+VG, has reflected an ever-increasing interest in the subject.

An entertainment form doesn't achieve that degree of success by standing still, and in retrospect, the progress in Adventure over the five years can, perhaps, best be measured by two games — **Adventureland** and **The Pawn**.

Adventureland was where we came in. In its time it was the state-of-the-art classic, and is still enjoyed today. Crisp, cryptic, and text only, it thrilled new computer owners with a whole new game format. **The Pawn** is today's classic adventure, combining the best features of disk text adventures, with artistic pictures, using the advanced graphics capability of the latest technology in home computers.

When I first started out writing that single page column five years ago, identified by the same style logo used by features on Chess, Go, Graphics, and Sound, little did I imagine how dramatically its shape and size would change over the years. Thank you, adventurers, for your support and encouragement, over those five years. Without a doubt, this is what kept me going when deadlines were close, and the pressure was on!

I look forward to bringing you a further history of the world of Adventure in 1991!

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The Review C+VG GOT Wrong — Monty Mole by Gremlin Graphics

- C+VG's Deputy Editor Paul Boughton presents Gremlin boss Ian Stuart with his cake and champagne while explaining that our less than kind remarks on Gremlin's number one smash, Monty Mole, were "fair comment."

- "Fair Comment," says Ian as he expresses a culinary criticism on C+VG's cake.

Longest Surviving Software House — Level 9

- C+VG's ace adventurer Keith Campbell explains to Level 9's Mike Austin the proper sequence in which to blow out the cake's candles. Get it wrong and the cake explodes and the champagne turns to vinegar.

Longest Surviving Software House — Hewson

- Lean on me. A beaming Andrew Hewson provides central support for his relaxed team — delightful Debbie Sillitoe and jolly Julia Coombs. C+VG's editor Tim Metcalfe refuses to smile, prefering to concentrate on the more serious business of trying to stand up.

Longest Surviving Software House — Mikro-Gen

- Spot the wally. Mikro-Gen's Mike Meak decides champagne and birthday cake are the next best thing to spending Three Weeks in Paradise, while Tim explains why he should have been the role model for teenage hero Ricky Steel, star of Mikro-Gen's latest offering, Stainless steel.

Most Innovative Software House — Ultimate

- The ultimate cake for the Ultimate software house. US Gold's boss Geoff Brown accepts the bubbly on behalf of Ultimate who take the cake as the most innovative software house of the past five years. Play the Game, says Geoff. Only if you remember to send it to us, replies Tim.

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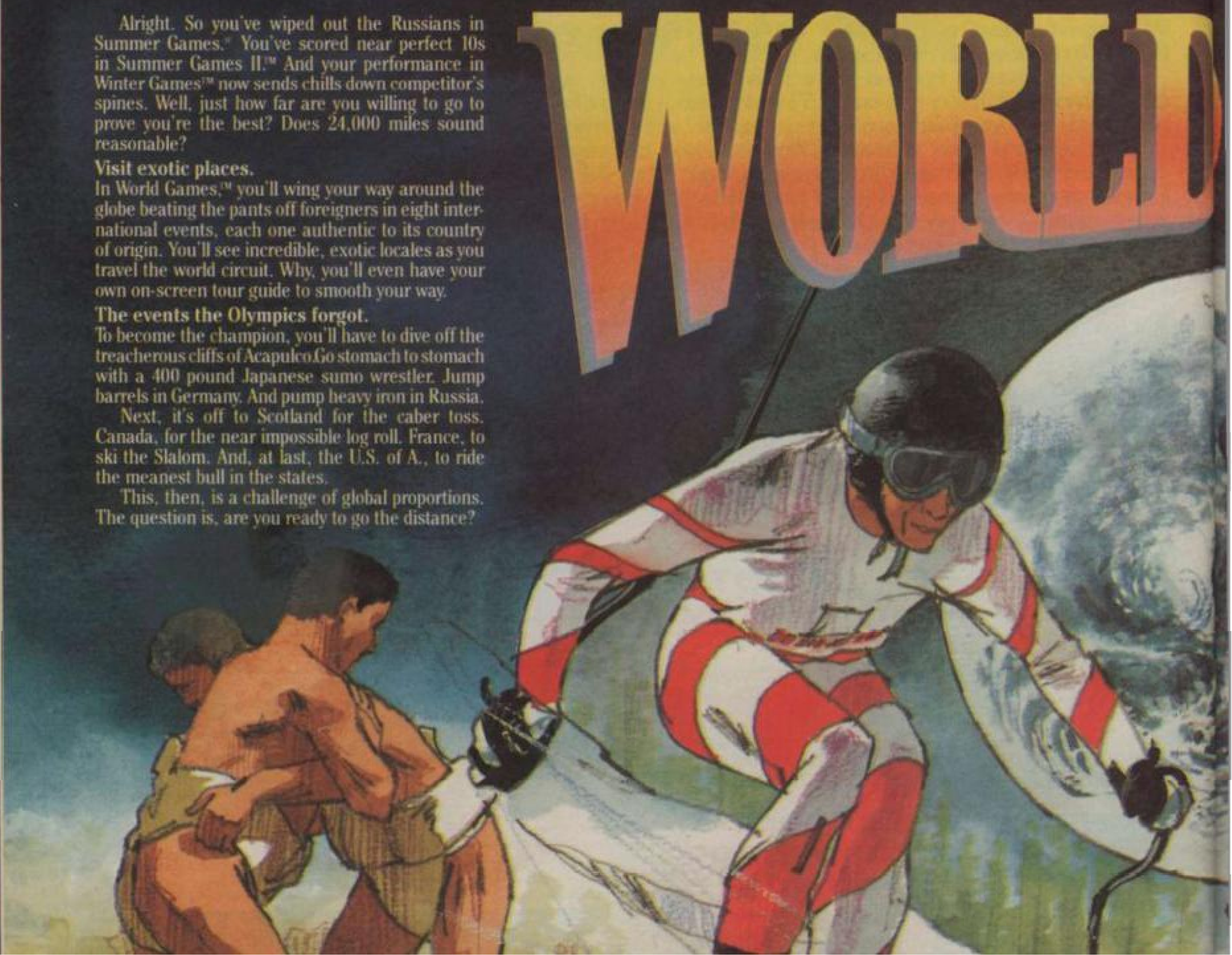

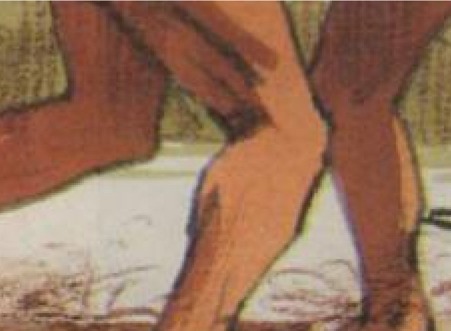

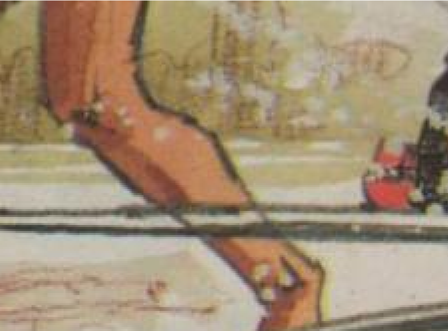

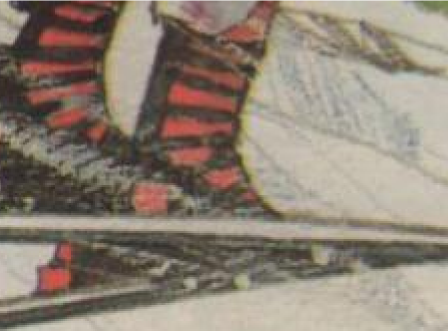

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5 YEARS OF COMPUTERS

It's amazing how many micros and games machines have come and gone since C+VG's first issue five years ago. If you walk into your computer shop today, you can choose from around 10 different computers.

But if you wanted to buy one of every computer and games machine that has been around during C+VG's lifetime how many do you think you'd end up with? Twenty? Thirty? Forty? More?

Robert Schifreen decided to look back through the past 60 issues of the magazine, at some of the computers and games consoles that featured in C+VG. It's not really surprising that most of the hardware he found is no longer available. Cast your mind back and see how many of these YOU remember.

MICROS PAST

One of the first games listings in C+VG was for the **Acorn Atom**. In 1981, the basic machine cost £170, had 3K of RAM and an integer version of Basic. Integer Basic meant that you could only write programs that used whole numbers.

If you typed a command like PRINT 7/2, you would get a result of 3, because the machine couldn't handle the remaining half.

The advantage of working only with integers (whole numbers), was that the Basic interpreter itself was smaller and would take up less memory.

When I first joined C+VG at the start of 1983, one of the few computers we had in the office was the **Atari 800**. In its time, it was a very advance machine.

An 800 (with decent keyboard, unlike the 400) with 16K would have cost you £645 then. For that, you got 16 colours, 8 levels of brightness, upper and lower case display (quite rare in those days), 320 × 192 pixels of graphics, sound, and a joystick port.

I remember when **Beyond Software** was first formed. I was involved in testing their S.S Achilles game for the Atari 800. You had to load up a spaceship with various goodies, but avoid being caught by the green, slimy gloop that was spreading round the planet.

Remember the **Adam?** Most people would like to forget it, especially **Coleco,** who made it. Luckily for me, I have almost managed to forget it, but not completely.

Like today's modern PC's the Adam had a separate keyboard, monitor and main system unit. The system unit held the inner workings of the machine, along with two high-speed tape drives.

These were cassette decks which were totally under the control of the machine, so there were no butons to press. Coleco likened them to disk drives, but even the Commodore 1541 was fast by comparison.

As with most new machines, Coleco sent us a free Adam to use in the office. Normally, when we get a free machine, we try to hang on to it. If the company phone up to ask for it back, we make up excuses. With the Adam, we actually called Coleco and asked them to take it back. Eventually we managed to persuade them.

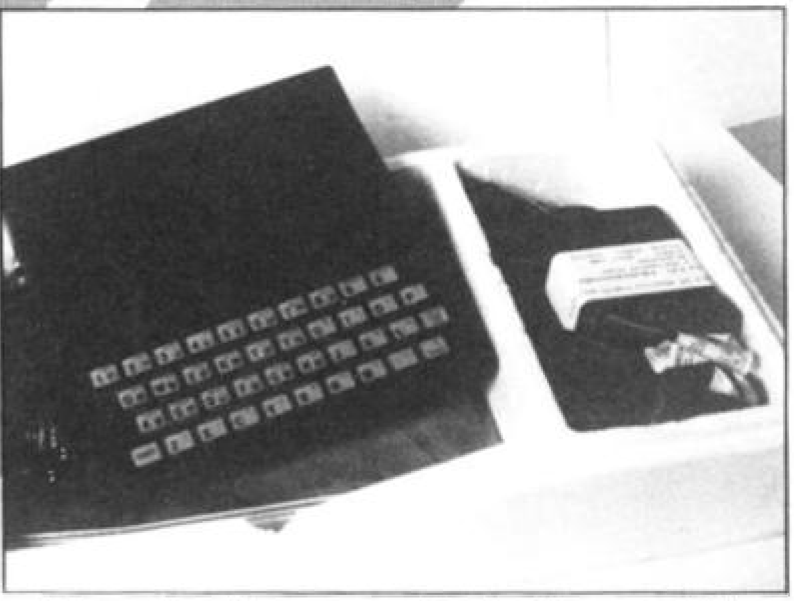
The **Atari VCS** is surely the best selling video games machine. Whenever any new game arrived in the C+VG office, we would throw it into the correct box, depending on what machine it was for. The Atari VCS box seemed to overflow every couple of weeks, with Atari and Coleco both bringing out new titles for it. In November 1981, an Atari would have set you back £95.

The **Commodore VIC** is another of that small group of machines that featured in the very first C+VG. The basic machine cost £195 and if you wanted a cassette recorder it would set you back another £44.95.

The VIC had 5K of RAM, but the Basic interpreter used 1.5K for itself, which left 3.5K for the user to write programs in.

Within a few months of launch, there were 3K, 8K and 16K expansion packs for the VIC. What made my life difficult, though, was that not all the expansion system were the same.

If you had a 16K machine, for example, you couldn't necessarily use a program that was designed for use on an 8K machine. Now that's what I call planning, Commodore.



Ah, I can see it now. Happy memories of sitting in the C+VG computer room in the middle of the night, playing *Smurf Rescue*. The **Colecovision** games console was the first to bring really high resolution graphics and decent sound into the living room.

While the Atari was selling for under £100, the Coleco started off at £199. To be able to reach the castle and free Smurfette from the wicked Gargamel, it was worth every penny. I can hear that tune coming back to me even now . . .

Although it's still officially available, you won't find it easy to walk into a shop now and buy an **Apple** micro. The early machines cost around £600 and came with integer Basic, like the Acorn Atom. Apart from the main circuit, the rest of the case was empty.

If you wanted extra memory, graphics, sound disks, printer interface, RS-232 interface and so on, you had to buy extra cards to slot in. By the time you had filled up the slots to make a decent machine, the whole thing used to get so hot that you had to run it with the lid off to stop it from overheating.

The two Steves (Jobs and Wozniak), who designed the Apple, were two of the luckiest people in computing. They designed their first micro in their garage while they were still students. They took one to school, everyone liked it, and eventually a company approached them and offered to put them in business.

There's only been one real failure from the Apple stables, and that's the **Lisa.** It was too expensive and people didn't buy it. The cut down version of the Lisa became the **Macintosh**.

Commodore's **Pet** marked the start of this country's personal computers. Its heart was a 6502 chip, as used in the Beeb. The machine was designed by Chuck Peddle, who also designed the 6502.

Pet, by the way, stood for Personal Electronic Transactor. The VIC stood for Video Interface Chip, which was at the heart of that particular micro.

The Pet itself looked like a tank — it was solidly built in very heavy metal. A monitor was included and, with the earlier versions, a cassette recorder was built in next to the keyboard.

The Seventh Empire, C+VG's own play-by-mail game, was controlled by the office Pet. This involved typing in around 4500 names and addresses when the game was first set up, and entering a thousand sets of moves every month.

I got to know the Pet's keyboard very well, but managed to retain my sanity with hourly diversions to the Coleco to keep Smurfette from the hand of Gargamel.

The **CompuKit UK101** was a direct copy of the **Superboard II** from Ohio Scientifics Inc of America. It was made in Britain and, with its American counterpart, was one of the most popular systems around the time of the ZX-80 and 81. The machine came with an 8K Basic ROM and 4K of memory. There was a cassette interface and nothing else. No graphics worth speaking of, and no sound at all.

Over the years many computers have been quietly introduced and quickly, and just as quietly, faded away. The **Dai** was the first of these. It was introduced some time in 1981 and, just as people noticed that it was there, it went again. The basic model with 48K of RAM was priced at £648 at that time, which explains why.

The earliest mention of the **Dragon** in C+VG comes in August 1982, the same issue that saw the magazine's first ever **Spectrum** listing.

For just under £200, you would get a 32K micro with Basic, colour, sound and joystick ports. Only a few games were ever made for the Dragon, and most were boringly slow.

Right from the start, Dragon's advertising department found themselves in hot water. There was a two-page advert in C+VG headed "show this advert to your wife".

It was all about a conversation betwen a man and his wife. He wanted a Dragon. She wanted a washing machine and told him to "**++**??!!@××??!!?OFF" That's what the ad said.

Wives everywhere were not amused, and the ad was changed. They needn't have bothered, really, as the computer soon disappeared as well.

Nowadays, you could write a Simon program on any home micro (though no one in their right mind would want to). In 1981, there was a dedicated Simon machine that was very popular with those who had Christmas stockings large enough to hold one.

From the outside, the machine was just eight coloured buttons. The machine would make some of the buttons light up, in a particular sequence. Your task was then to press the buttons in the same order as they had lit up. Now that's what I call excitement.

In 1980, Sinclair produced the ZX-80. It cost £99.95, had a memory of 1K and used integer Basic. This meant that you could only write tiny programs, and these programs could only use whole numbers. There was no sound, very crude graphics and the worst keyboard that anyone had ever used.

The reason for producing the ZX-80 became clear in 1981, when the ZX-81 was launched. It too had 1K of memory, but a 16K expansion pack was promised and, what's more, it arrived.

It was just about possible to write games for the machine, though the graphics were still crude, and there was still no colour or sound. The keyboard actually moved, unlike the ZX-80, but was still slow to use. The machine was a massive success. After all, compared to the ZX-80, it was a much better machine.

By 1984, C+VG was the only magazine that still published listings for the **Texas TI-99/4a**. The software companies had long since given up, so we were almost the only source of software for it. The only other software was available by buying imported cartridges but, at around £30 a time, they were out of reach for many.

Around the time of the QL launch, Commodore launched the **Plus 4** and the **Commodore 16**. The 16 looked like a VIC, but in a case the same colour as the 64. It had 16K of RAM and could produce hundreds of colours. However, very few good quality games were produced for the machine and it slowly faded away. My local computer shop was selling the Commodore 16 last year, complete with cassette recorder and software, for around £30.

The **Plus 4** was Commodore's answer to the QL, although the QL wasn't a very good question in the first place. Like the QL, the Plus 4 was supplied with a word processor, spreadsheet, database and graphics package.

However, while each program on the QL occupied around 80K on a microdrive cartridge, all four Commodore programs were built into a single 32K ROM.

From its launch, everyone realised that Commodore's so-called business software just wasn't. Even in those days, no one wanted a word processor that only handled 40 columns. Although come to think of it, the QL had 80 columns and no one bought that either.

Remember the **Elan?** Or was it the **Flan?** Or perhaps the **Enterprise?** The machine was announced so soon before being available, that they hadn't even finalised the name! When it did appear, it had 64K of RAM, 350,000 pixels, 256 colours and stereo sound.

With such a revolutionary computer, no one was going to buy one until there was sufficient stock of decent games for it. Unfortunately, the games were slow to arrive, and so the machine didn't sell in large numbers. In fact it sold in amazingly small numbers. The company officially went bust a few weeks ago.

Before everyone started buying home computers, you used to hear some pretty strange noises coming from under piles of books when students were supposed to be doing homework. What they were actually doing was bashing away at one of a number of pocket arcade games. One of the best sellers was **Galaxy 1000**, a mini invaders machine with little graphics but lots of sound. Fair value at around £20, and a popular Christmas present at the time.

Game and Watch was another in the pocket machine line-up. The machine looked like a flat calculator, with a large LCD screen around two inches square. Like the Galaxy 1000, you could play Invaders, but there were other games available too.

And after a hard night of playing with it when you were supposed to be asleep, someone would usually shout up the stairs "Hey, stop playing with that thing. Don't you know what time it is?". Luckily for you, the makers had built a clock in to the machine, so you could shout back the answer.

Just about every home computer over the past five years has used Basic as its language. Now companies don't launch a product unless they've done their homework and are confident that it's what people want.

If you don't do your homework, you end up producing a machine like the **Jupiter Ace**. This machine used Forth instead of Basic, which is a complex language, although much faster than any version of Basic that was around at the time. So few machines were sold, that they are still available today. At the last count, they were going for around £20 on a stand at a recent Sinclair show.

Believe it or not (I didn't), the **Intellivision** was around for issue one of C+VG. If rescuing smurfs was my favourite pastime on the Coleco, then building hamburgers was what the Intellivision was made for. *Burger Time* was the name of the game and our first designer Linda, now somewhere in Mexico, thought the little chef was so cute that she kept taking the machine home at weekends.

One of the reasons why computers have advanced so far in so short a time, is that each manufacturer is always trying to make his machine the best. This competition is what keeps new machines coming out month after month. The only annoying part of all this, is that machines are rarely compatible with each other.

You can't put a Beeb disk drive on a Commodore 64, for example. And even if you could, it wouldn't read disks from any other micro.

So in 1984 those ever-so-clever Japanese came up with **MSX**. It was to be standard for microcomputers, with each MSX computer being able to use a peripheral or program from any other.

There were about 14 companies making MSX machines and, what the agreement meant, was that none of them could improve on their machines because that would make it incompatible with all the others.

Needless to say, the public weren't impressed and MSX flopped. In Japan, though, MSX is all the rage. When I was lucky enough to go to Tokyo at the end of last year, MSX was still fairly strong.

Just as the **Spectrum** was announced, so was the **Oric**. Which was very fortunate for the computer magazines, as they could all publish articles on which was the best buy.

Overall, the Oric lost. Its keyboard was even more unusable than the Spectrum's. Most important, though, was that hardly anyone was producing software for the Oric, while thousands of games appeared for the Sinclair.

When the Oric version two came out, things didn't get much better for the poor company. They now had not only a grey and white computer that wouldn't sell, they had a black and red one too.

The **Sharp MZ-80K** was also around at the start of C+VG. Like the Pet, it had a built in monitor. Unlike the Pet it had sound, but no volume control. Whenever we were sifting through Sharp listings in the office, my first job was to locate the SOUND commands and remove them, otherwise we'd get complaints from the school next door.

MICROS FUTURE

If you hadn't realised before, you will certainly appreciate now just how far the home computer industry has come in the last five years. But what will we be writing about after five more years? Commodore's new **Amiga** can produce graphics of almost the same resolution as a normal colour television. It has stereo sound, a synthesizer and sound sampler. What will come next?

Acorn will be producing a RISC machine some time next year. This uses a special chip, with what's known as a Reduced Instruction Set, which is why the computer is known as an RISC.

The benefit of RISC technology is mainly an increase in speed, but will Acorn price it too high and stop it selling?

A cut down version of the Beeb is due out soon. This will, it is rumoured, include a disk drive and monitor, along with a computer that's a cross between a Beeb and an Electron. The idea is to take on Amstrad, but can they win?

Amstrad, meanwhile, have just launched the PC-1512. This is an IBM PC clone, known within Amstrad as the AIRO (the Amstrad IBM Rip-Off). This machine uses an operating system called MS-DOS, which is one of the most popular systems in the States, where IBM PCs are used heavily as home computers.

Trying to predict what will be happening in five years time gets harder as you keep thinking about what has gone before. One thing's for certain, though — the games player won't go short of machines. See you in 1991.

MICROS PRESENT

So much for all those old micros and games machines. What is available now? Well, at the moment, there are five major companies in the running for your money. Acorn, Amstrad, Atari, Commodore and Sinclair. Have you noticed how many computer companies begin with the letter A?

The reason for this, as started by Apple, was so that the company would appear at the top of any alphabetical list of computer companies that was published.

Acorn's **Electron** is almost on the way out. It's still available in some shops, though, and W. H. Smith are currently selling it for £39. An upgraded Electron, with hints of the Beeb built in, is being planned by Acorn.

The **Spectrum** is certainly the best selling home computer of all time. Sales in this country and abroad have already topped a million.

Amstrad launched their first micro in 1983 and these are selling well.

Commodore's 64 is still in the running, but has recently been replaced by the 64C, which is an upgraded 64 in a cut-down C128 case. This was seen for the first time at the PCW show in September.

One of the most interesting programs that C+VG ever published for the Beeb was written by Mike "Lords of Midnight" Singleton. It was October 1983, and C+VG went into the third dimension. There were 3D graphics programs for the Beeb, as well as the Commodore and Atari.

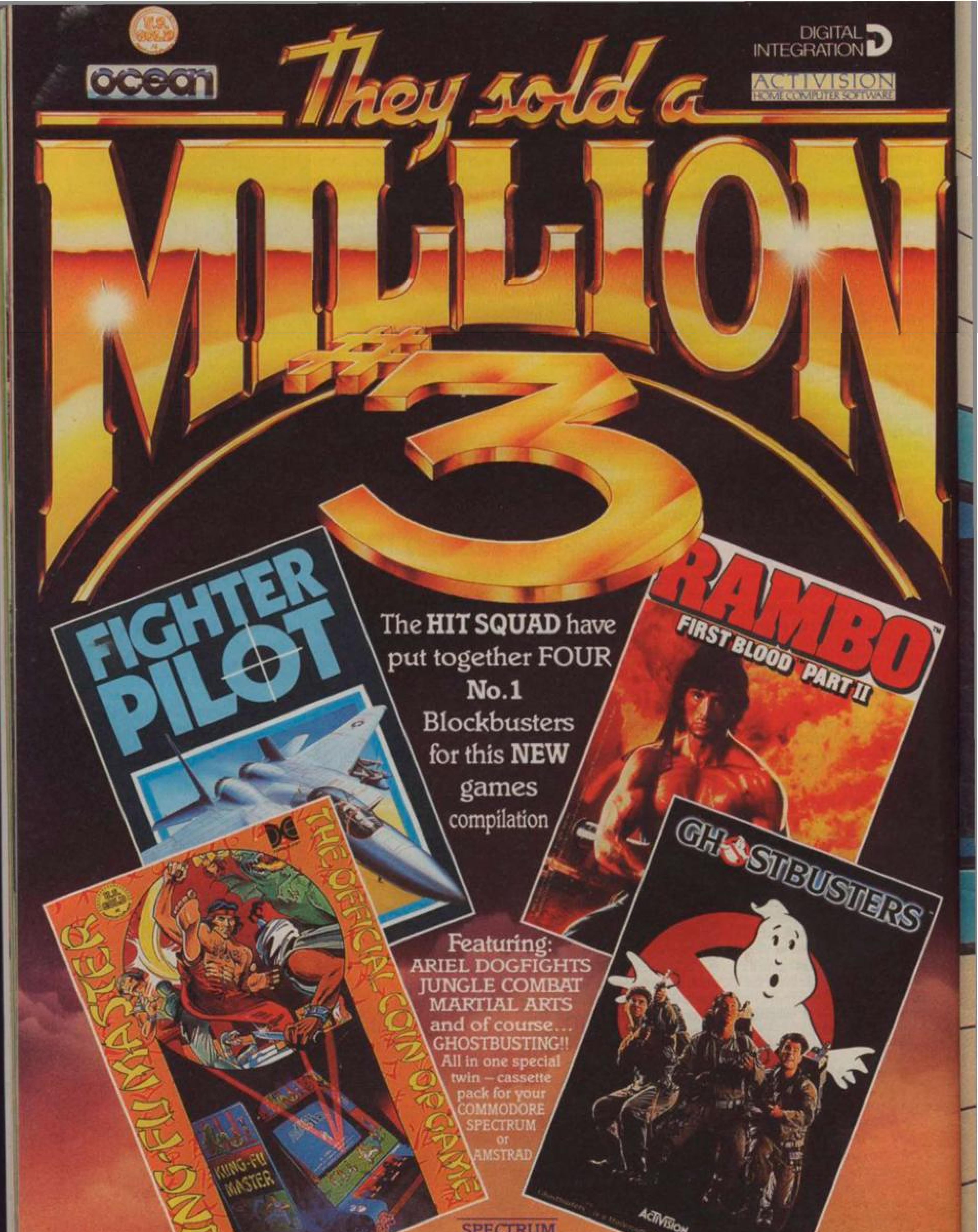
The programs generated stereo images in red and green, to be viewed through the special glasses that were given away on the cover of that month's magazine.

In the interests of research, we tried to get hold of other magazines which had printed 3D pictures, to see how well they worked. At the time, the only magazine that had used the process was one of dubious contents sold with a warning about not showing it to minors.

Linda, who had never been down a pit in her life, was the only person who would volunteer to go out and buy a copy.

Rumour has it that, following the failure of the **QL** Clive Sinclair decided to take the money and run. Unfortunately for him, he left in a C5 and the battery packed up at the end of the road. Never mind, at least he achieved the ultimate accolade of being immortalised on *Spiting Image*, along with such famous personalities as a sheep and an RS-232 Interface Lead.

ZX Spectrum +2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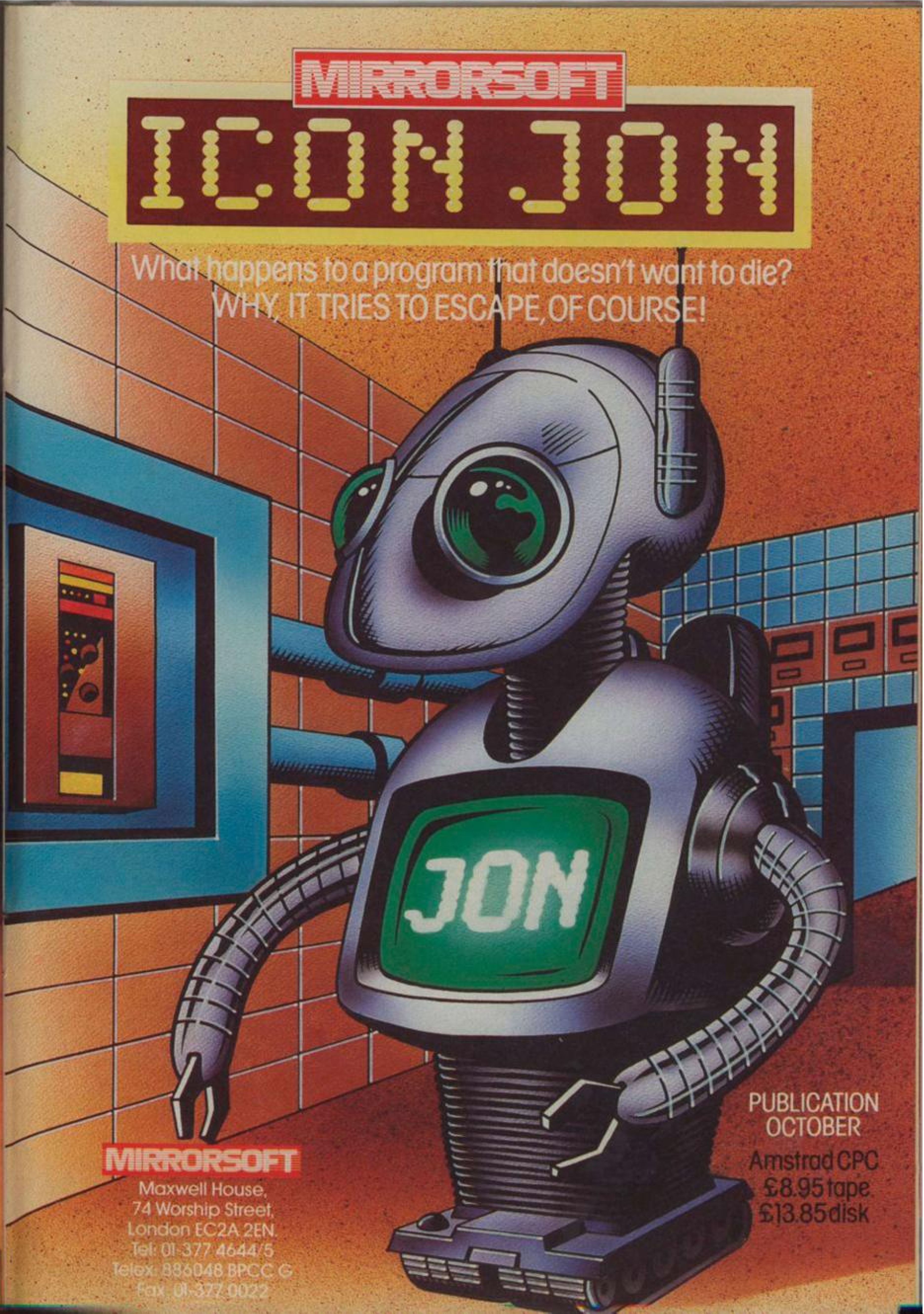
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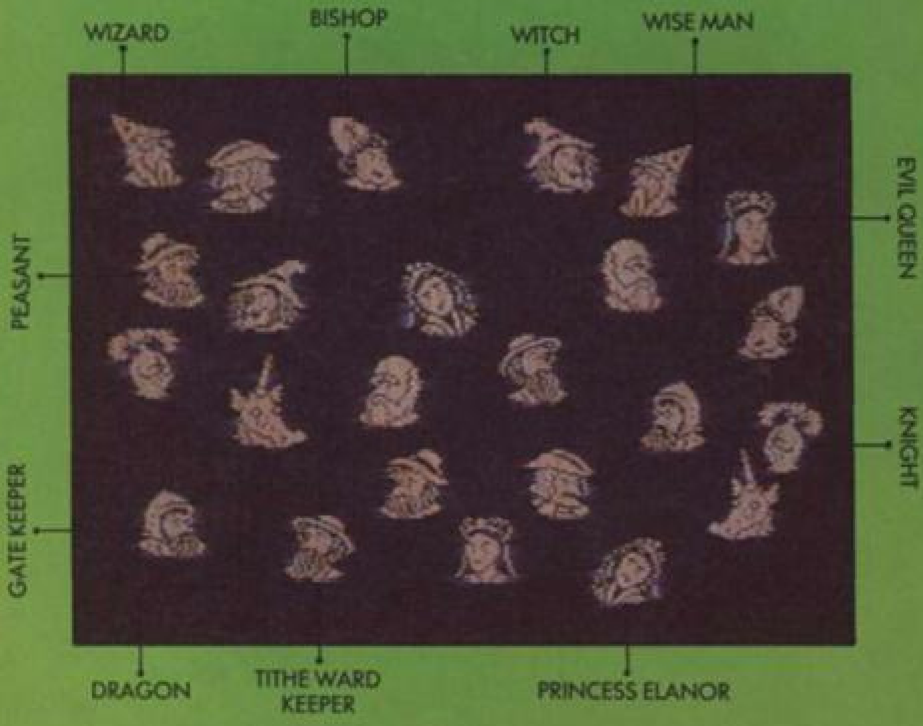
FIRELORD

Steve Crow, C+VG's Golden Joystick Programmer of the Year, has been hard at work since our award ceremony. He's been creating the weird and wonderful world of Firelord — his first game since the award winning *Starquake*. Here we take a first look at Steve's exciting new arcade adventure. The wicked queen of the land of Torot has tricked a friendly dragon into parting with his powerful firestone. Now she is terrorising the land. Now let's listen to our hero Sir Galaheart as he takes up the story of Firelord. . .



The path wove deeper through the forest beckoning me further into the flickering shadows. A voice spoke out in the dimming gloom.

"My son, you have returned to this land of Torot, to discover its hidden secrets. You must seek out the sacred Firestone and return it to the Dragon's safekeeping."

I trembled with fear as I recalled how the Evil Queen had seized the Firestone and used its power to curse the land with fire and ghostly apparitions who drifted the streets in ghastly imitation of the once happy inhabitants.

At one time the people had roamed freely but now they hid in their homes. The Evil Queen's price for the release of the Stone was for some brave warrior to win for her the four charms of eternal youth. I was the chosen warrior. The nature of my quest filled me with fear and foreboding.

"Fear not," said the voice, "for the answer lies within the kingdom. Use the enchanted crystals and fail not."

A feeling of mystery filled the forest. The very air breathed the secrets of this haunted land.

The voice told me that as well as the ghosts there were a host of people who might prove helpful.

"The Peasants know the villages and forests well although they are often slow-witted," said the voice. "Travel may be arranged by paying the Gatekeeper at a Toll House or by buying a Timescape spell from a Herbalist or some other [illegible] character. The Tithe Ward Keeper will keep objects safe and sound."

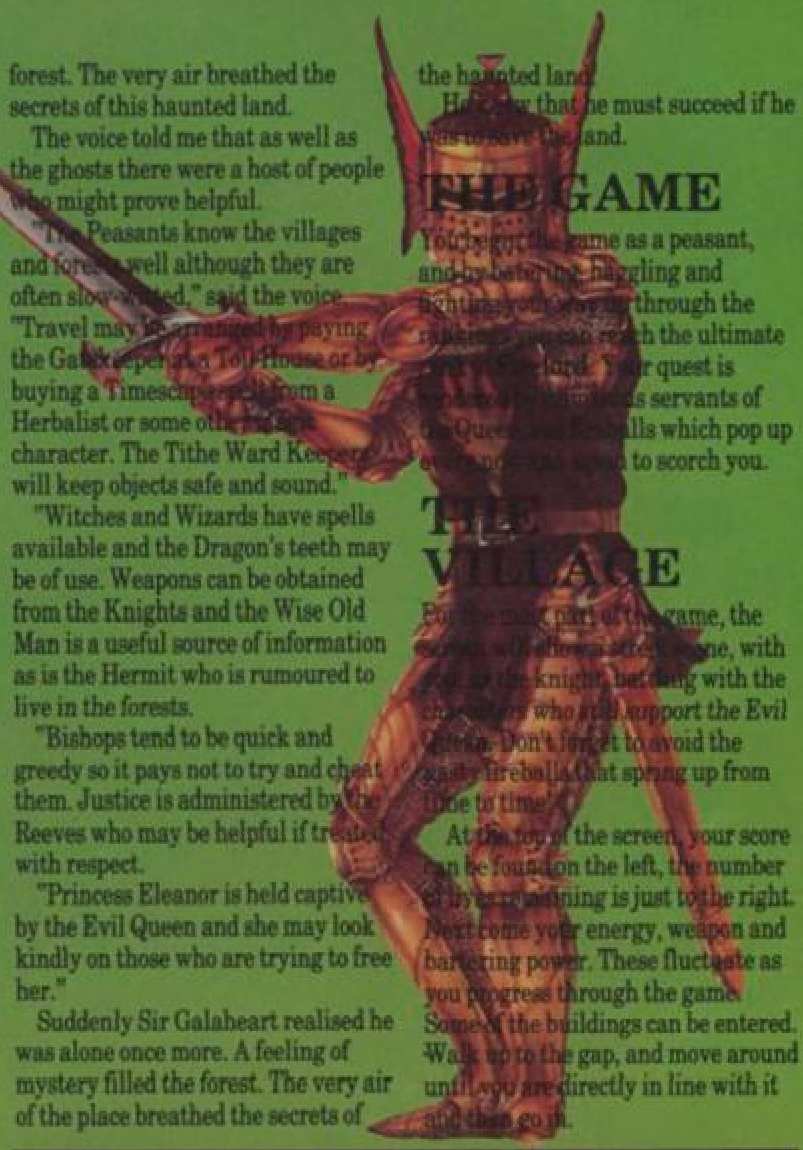
"Witches and Wizards have spells available and the Dragon's teeth may be of use. Weapons can be obtained from the Knights and the Wise Old Man is a useful source of information as is the Hermit who is rumoured to live in the forests.

"Bishops tend to be quick and greedy so it pays not to try and cheat them. Justice is administered by the Reeves who may be helpful if treated with respect.

"Princess Eleanor is held captive by the Evil Queen and she may look kindly on those who are trying to free her."

Suddenly Sir Galaheart realised he was alone once more. A feeling of mystery filled the forest. The very air of the place breathed the secrets of the haunted land.

He knew that he must succeed if he [illegible] land.



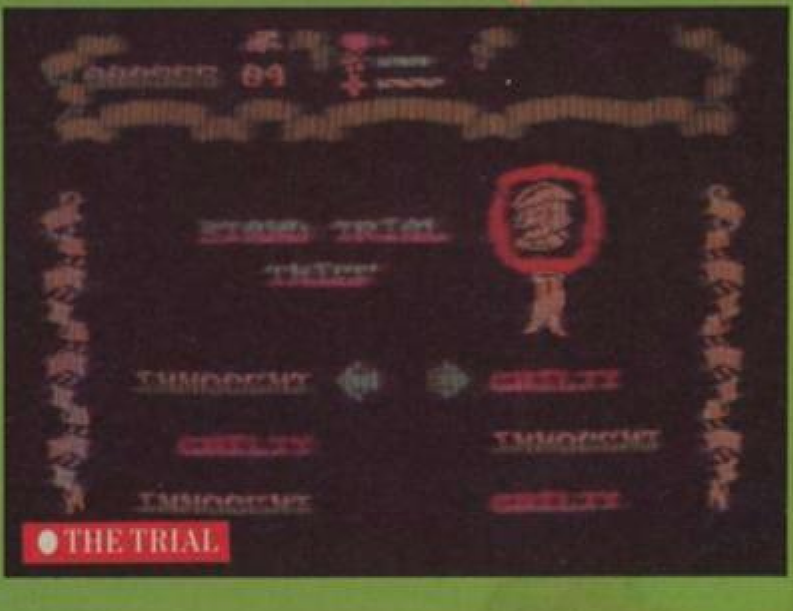
THE GAME

You begin the game as a peasant, and by bartering, haggling and fighting your way through the [illegible] reach the ultimate [illegible] Your quest is [illegible] servants of the Queen [illegible] fireballs which pop up [illegible] to scorch you.

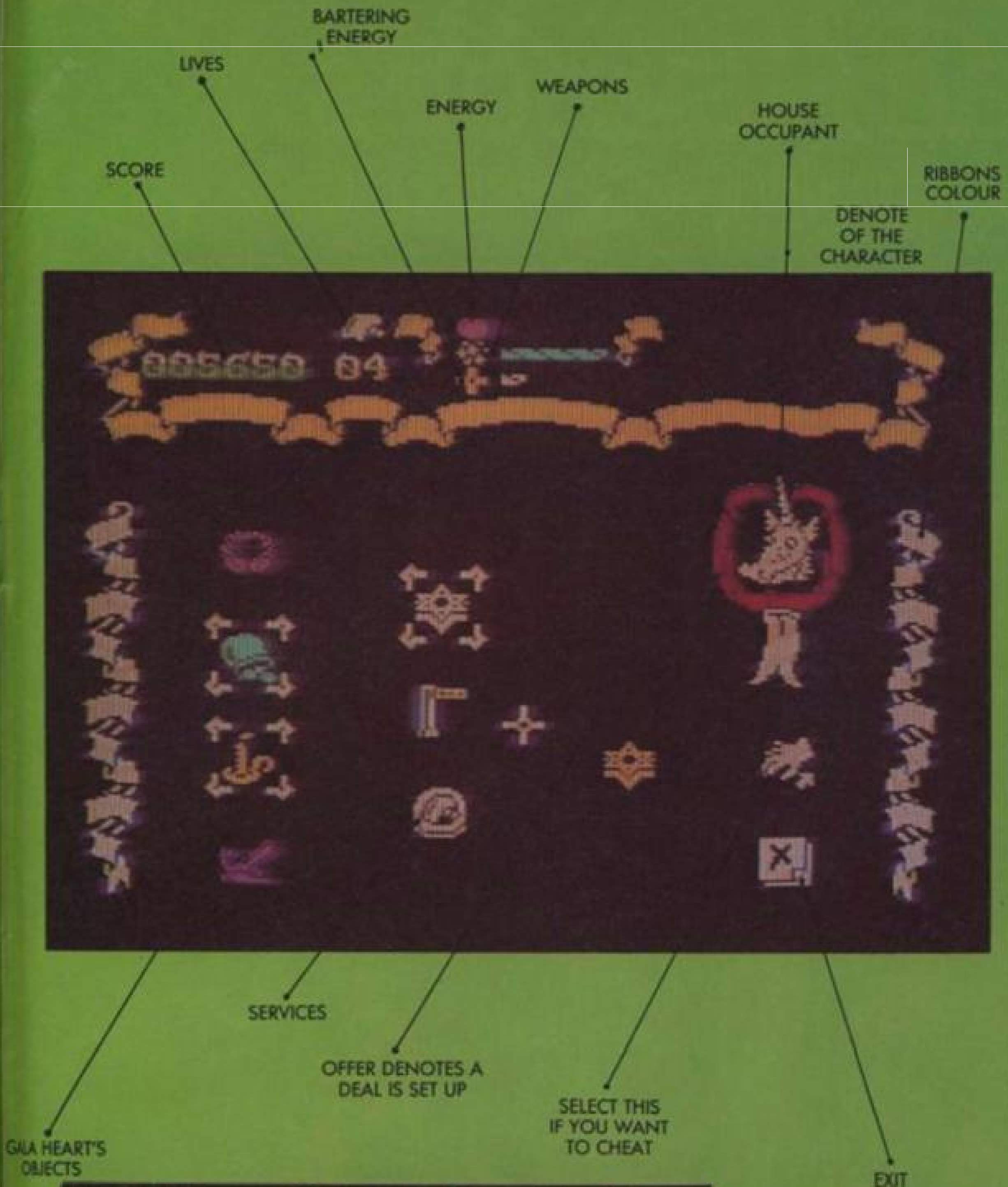
THE VILLAGE

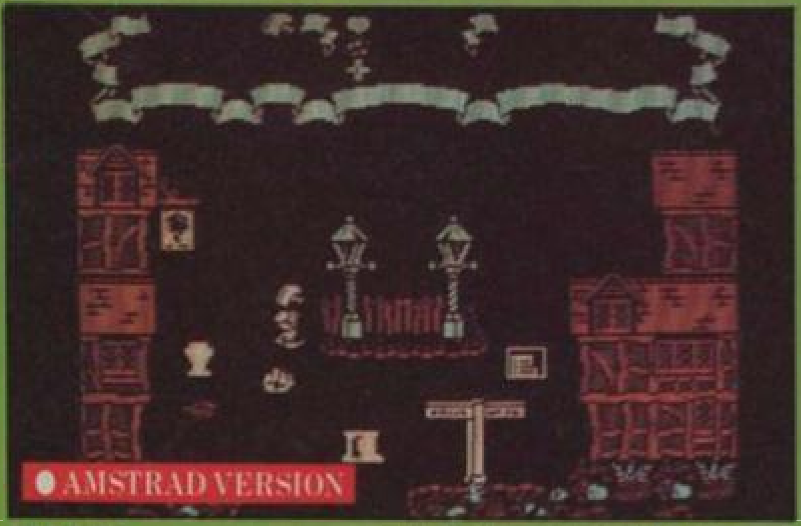
For the most part of the game, the screen will show a street scene, with you as the knight, battling with the characters who still support the Evil Queen. Don't forget to avoid the nasty fireballs that spring up from time to time.

At the top of the screen, your score can be found on the left, the number of lives remaining is just to the right. Next come your energy, weapon and bartering power. These fluctuate as you progress through the game. Some of the buildings can be entered. Walk up to the gap, and move around until you are directly in line with it and then go in.



● THE TRIAL





● AMSTRAD VERSION

THE TRADING SCREEN

Once inside the house, shop or other inhabitable area, the screen will change. In the top right corner of the screen, the character with whom you are trading is depicted. Below that is a cheat command. More of that later. Finally, on that side is the exit option.

Down the middle of the screen you can find the various services offered by the character. A set of scales signifies that you may be able to trade with them. A signpost will tell you that you can find out your location. There are also symbols for supplies, information and a magical service. Finally, the portcullis icon will allow you to pay a fee at a toll gate, should you want to.

Using the cross-shaped cursor, you select which service you require, and how you intend to pay for it. Should you decide that it's worth the risk, you can choose to try and rip off the occupant of the building.

THE TRIAL

Here you must fight for your survival by proving — or persuading — the judge of your innocence. This isn't as complicated as it may sound. It's pretty damned tricky, though! If you remember the bonus stage in **Uridium**, then you'll easily grasp what you have to do. Guilty and Innocent flash on and off at ever-increasing times. You must hit the fire button when the arrow points to Innocent. The best idea here is to let the arrow change a few times in order to get an idea of the rhythm.

Make a map! It's pretty damned tough remembering where you are in the maze of streets, and when your energy is being drained at a ridiculous rate. It's essential that you can reach somewhere with a supply of provisions.

● *Firelord will be released on 29th October on Spectrum, price £8.95 cassette. Amstrad price, £8.95 cassette and £14.95 disc, and on 25th November on Commodore 64, price £8.95 cassette and £12.95 disc.*

● The following is a list of the required stages through which you must pass to achieve the ultimate accolade of FIRELORD:

Pheasant, Serf, Churl, Thaine, Squire, Knight, Baronet, Baron, Duke, Overlord and Firelord.

SCALES
Trade an object

SIGNPOST
Find out where you are

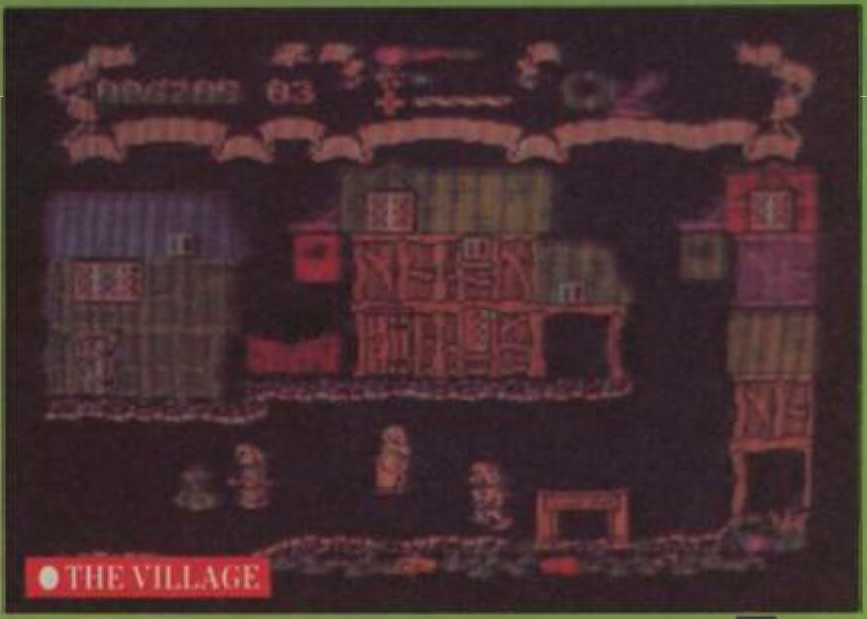
TIMESCAPE
Cast a spell to a magic place

INFORMATION
Find out how to accomplish your quest

PORTCULLIS
Pay a toll to pass through the house

SUPPLIES
Buy food, weapons or trading tokens

ENCHANTED CRYSTAL
Use to cast eternal youth spell



● THE VILLAGE

Isaac Asimov's

SCIENCE FICTION MAGAZINE PRESENTS

KAYLETH

KAYLETH

The Zyroneans were an advanced, pacifistic civilisation, until the arrival of Kayleth and his obsessional craving for Chromazin, a rare mineral found in small quantities on the planet Zyron.

Now, Kayleth rules the Zyron skies with awesome power, using an Atomic Bisembler system to send down his powerful army of androids to enslave the Zyroneans and force them to claw-out the subterranean rocks to extract the precious ore.

What is Kayleth?
Why are particular Zyroneans transported to the orbiting nerve centre of his domain, never to return?

How can this tyrant be eliminated?

Have you got the iron nerve and cunning required to defeat him before he completes the total destruction of your home planet?

You, a loyal Zyronean, have avoided capture long enough to set into motion a plan to liberate your beloved planet. However, as you are about to discover, certain events have overtaken your well laid schemes!!!

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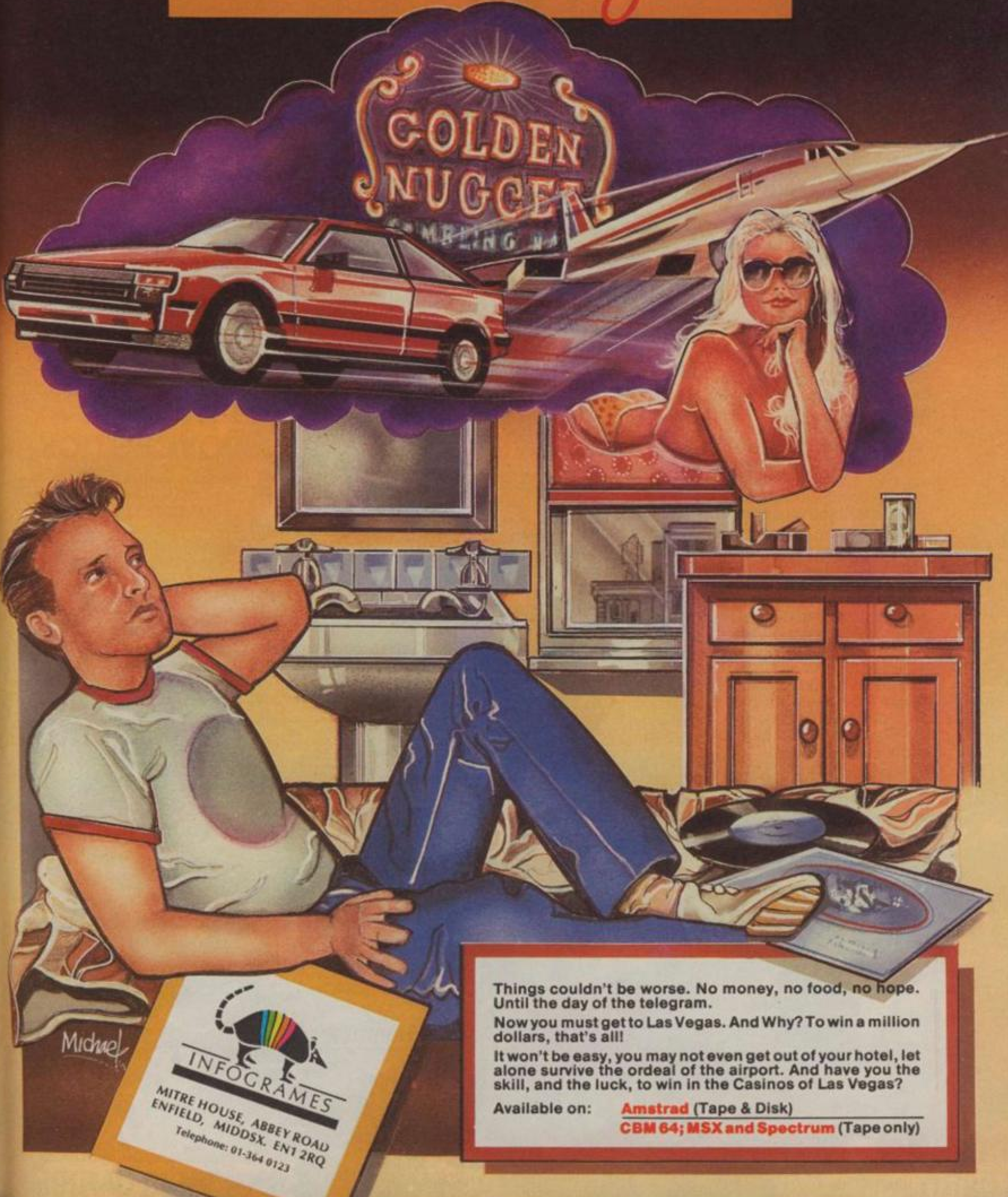
With no hope on the horizon - all that's left are dreams

The INHERITANCE

Panic in Las Vegas



Things couldn't be worse. No money, no food, no hope. Until the day of the telegram.

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EXTRA BITS

SOFTWARE UTILITIES

Some interesting software goodies have been arriving on my desk recently. Although they can't be classed as hardware add-ons, they are designed to make more out of certain parts of your micro so I don't see why I can't mention them here.

For the Commodore 64 comes PrintMaster. It's a utility that lets you create banners, signs, greeting cards, calendars and personal stationery on the screen, and then print them on a dot matrix printer.

There are some 111 different icons which can be printed in a number of different sizes and patterns. Add some text of your choice and the job's done. If you want to design your own icons, there's an editor that lets you do just that.

Your dealer should stock PrintMaster. If not, tell him it's from Ariolasoft and ask him to order it. And you may as well stock up with printer ribbons while you're there.

Also for the Commodore comes The Newsroom. It's like Fleet Street Editor, and allows you to use your micro and printer to produce newspaper articles.

This package comes on two disks and includes a well written manual to guide you through all the processes involved. You start by designing a grid for your page, which splits up the page into, say, 8 different areas. Into each area you can then put a story, a picture, a big headline and so on.

The package contains a number of pictures, and you can add your own if you want. There are also some clever features which will, for example, run a story around a picture on a page.

The Newsroom is from Springboard, who are based in Minneapolis, USA. You should be able to get a copy from you dealer.

MAGIC DISKS

Robtek have produced something called a Magic Disk Kit, although I can't imagine why anyone would want to make magic disks!

Actually the kit consists of two disks for the Commodore 1541 or 1570. The first disk is a cleaner, which has some special cloth inside a normal floppy disk cover. The manual recommends that you play this in your drive for about 30 seconds every week. Personally, I would recommend that you NEVER use a cleaning disk, except as a last resort if you are having great difficulty loading programs.

The other disk contains programs which will, says the manual, realign the heads on your drive.

If you have trouble with a disk drive that's under guarantee, take it back to the place that sold it to you and ask for it to be repaired or replaced. If the guarantee has run out, then Robtek's package may be the answer. But don't try it on a drive that is guaranteed, as no one will repair under guarantee a drive that you have damaged by making a mistake with realignment programs.

AMSTRAD PC-1512

As I sit writing this column one sunny Saturday in August, Amstrad are just about to launch their new computer. By the time you read this, you will know more about it than I do at the moment. Basically, it's an IBM PC compatible machine that uses an operating system called MS-DOS version 3.2. It is also supplied with GEM and a mouse, an advanced disk-based Basic, a monochrome monitor and a single 5.25-inch disk drive, all for £399 plus VAT.

For another hundred pounds, you can have a colour monitor or another disk drive.

This machine certainly looks like being a massive seller for Amstrad. Sources tell me that they have had ONE MILLION copies of the manual printed. They obviously hope to break all sales records with this one.

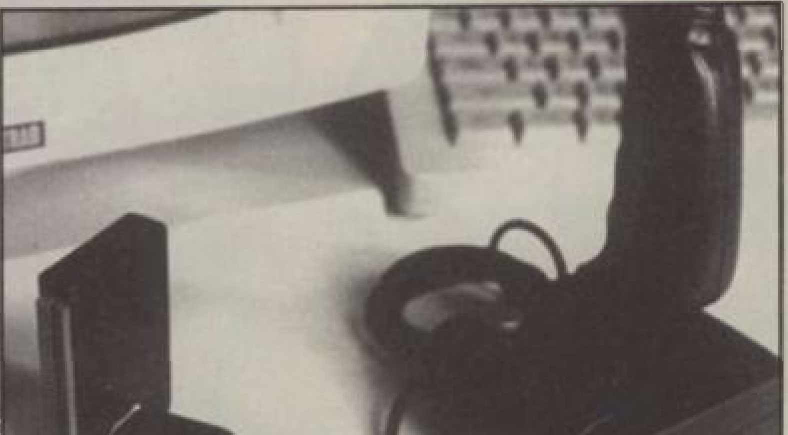
More details next time, when I've managed to play with the machine myself.

PCW JOYCESTICK

Cascade Games have launched a joystick adaptor for the Amstrad PCW micros. It's called the Joycestick Interface (gerrit?) and it costs £24.95.

The interface plugs into the edge connector on the micro, and gives you a standard 9-pin connector that will take any Commodore or Atari-type joystick.

Your local dealer should have one in stock, or be able to order it.



● JOYCESTICK

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KETTLE

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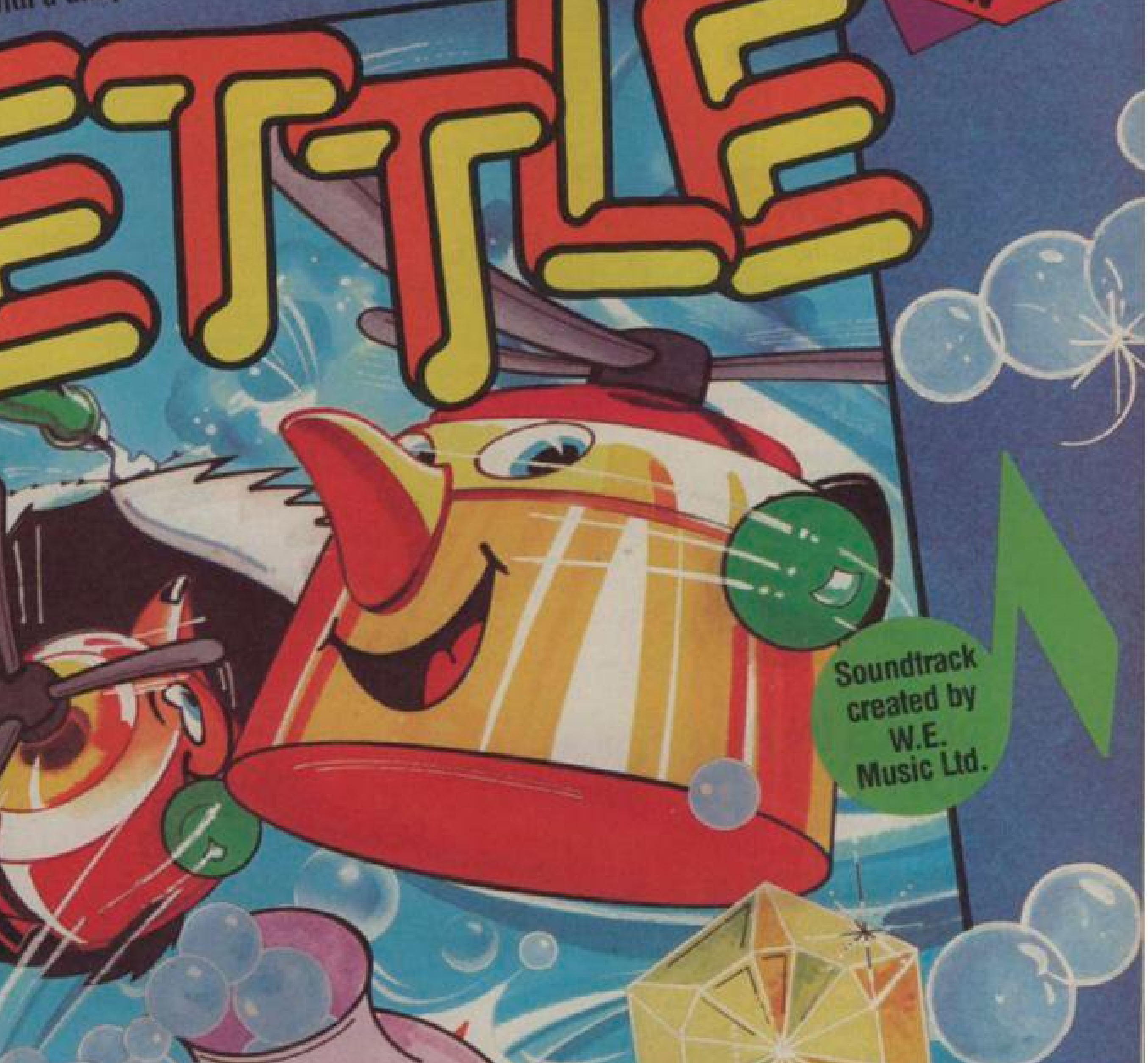
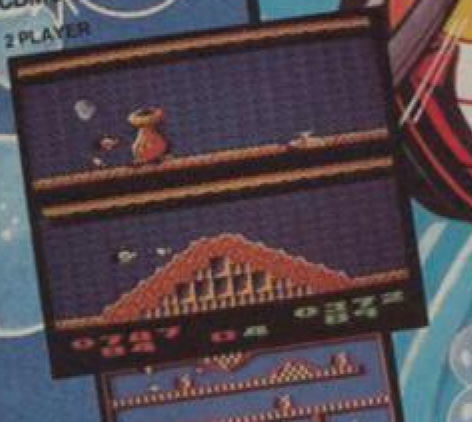


Soundtrack created by W.E. Music Ltd.



Screenshots from CBM64/128 version

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ALLIGATA BITES BACK

28 AMSTRAD CBM64/128 AMSTRAD CBM64/128 AMSTRAD CBM64/1 TRAD CB

CHEAP MONITORS

Yes, I know that monitors aren't cheap, but some are cheaper than others. Thomson seem pretty good value to me, and are now beginning to make an appearance in this country (they're French, you know).

Commodore compatible ones start at £109 for green screen and £270 for colour.

Philips also produce a range of monitors, including a helpful leaflet that tells you which monitor is compatible with which micro, and the type of lead that you need to connect them.

DISKS IN A HURRY

Have you ever spent ages perfecting a program and then realised that you haven't got any more blank disks to save it on? You probably have to do what I do, and delete an old file to make some space. Disking, who sell disks, have a special hotline that's open 24 hours a day on 0428 722563. If you call them during the day and give a credit card number, they'll have a box in the post within 4 hours.

CHEAPER CALLS

The way to a hacker's heart is to pay his phone bill. If you're unlucky enough to have to pay your own, you may be interested to know that your phone bill may soon be cheaper.

Mercury Communications is a new company who are competing against BT to supply telephone lines. At the moment, their service is only available to businesses. But within the next few months, you'll be able to give up your BT phone line and rent one from Mercury instead. The benefit? Cheaper phone calls, so they say.

For the latest information, and a copy of their very glossy brochures, write to Mercury Communications and 90 Long Acre, London WC2.

C64 TAPE TURBO

Finally for this month, news of a Turbo Tape for the 64. It's a short proGram on tape which, once loaded, allows you to save and load programs on a Commodore cassette recorder ten times faster than normal. It won't work with protected software, though. Still, what do you expect for only £4.95. The tape is from Robtek, and your dealer should have one.

Right, that's it for this time. See you next year, in January's issue.

ELECTRON ROM GOODIES

A new range of ROM expansion units for the Electron was launched recently by Slogger. Why any company wants to call itself Slogger baffles me, but I'm sure there must be a good reason somewhere.

Their Rom Box plugs into the back of the computer and holds up to 8 ROMS, which can be 8K or 16K types. You can plug any Acorn interfaces into the back of the ROM Box if you want.

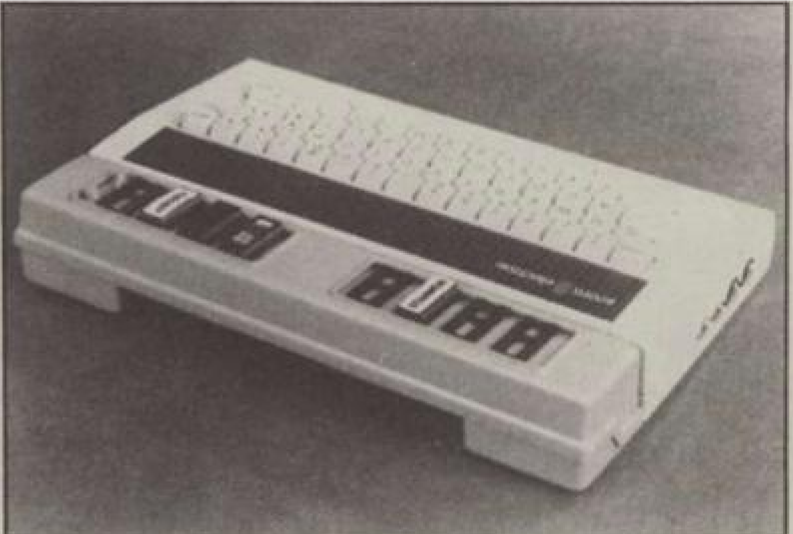
Now that you have a Rom Box, you'll want some ROMs to put in it. Guess what? Slogger produce a whole range. Surprised? No, nor am I.

Their list includes a machine code monitor and debugger, a sideways ROM manager and a ROM-based Word Processor. With so many shops clearing out Electrons for around £30, this may be a cheap way of getting into computing.

Call Slogger on 0634 811634 if you want more details, or a copy of their catalogue.

MORE COLOURS ON THE BEEB

Wild Vision are producing an extended colour card for the BBC and Master micros. It gives you a choice of 4096 colours, of which any 16 can be on the screen at one time. The Palettemate Graphics Card costs 149 plus VAT, and details can be had by calling 091 281 8481.



● ROM BOX

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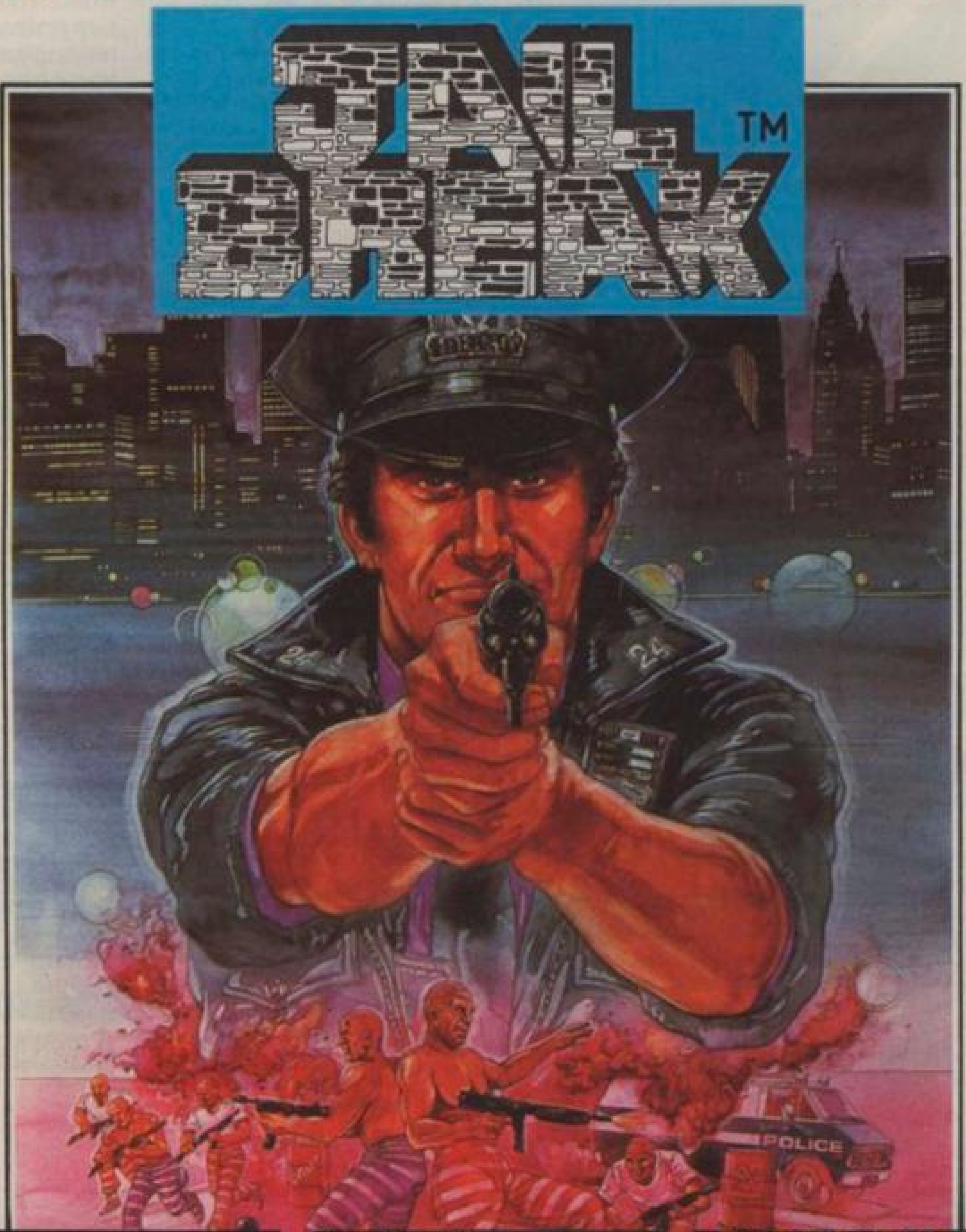
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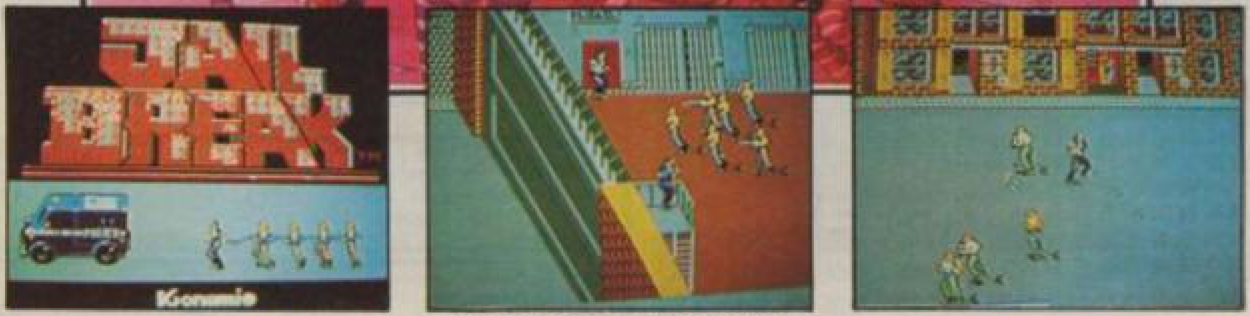
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Screen shots from Arcade version

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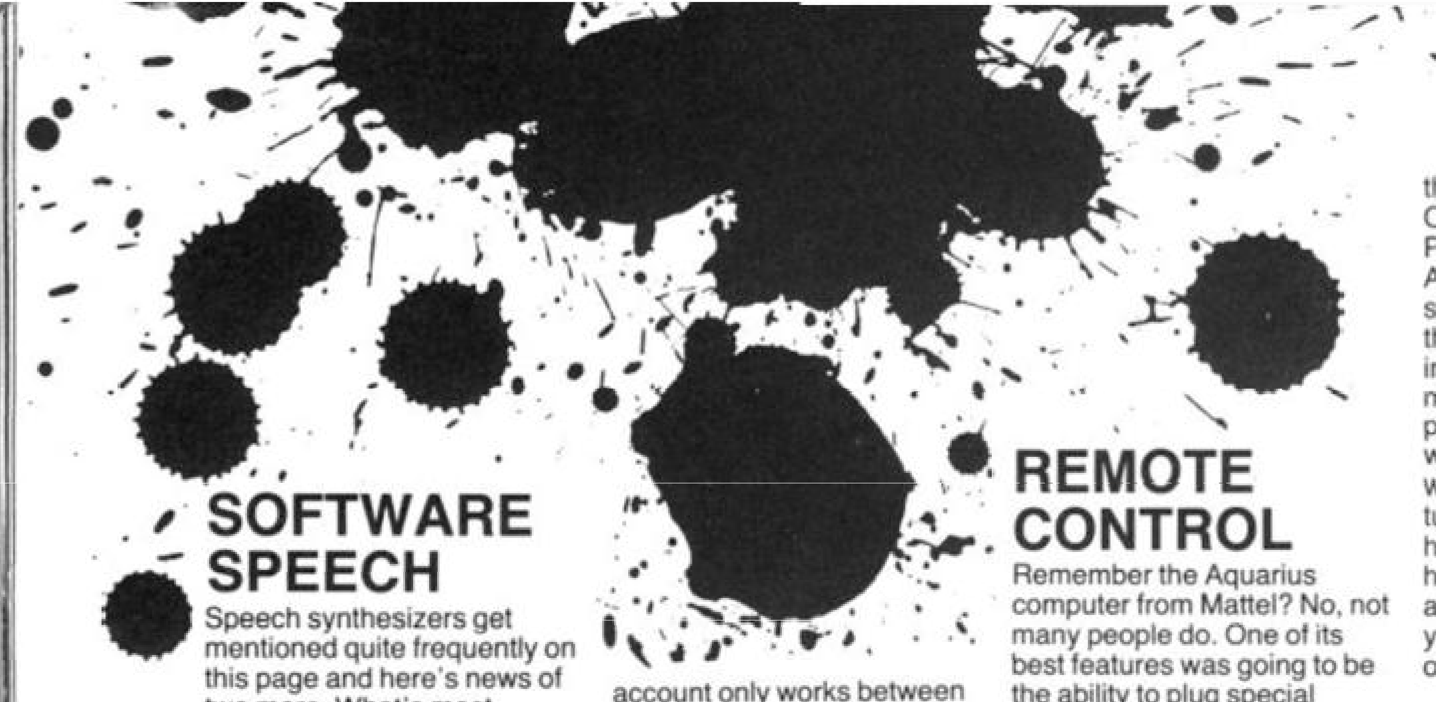


SOFTWARE SPEECH

Speech synthesizers get mentioned quite frequently on this page and here's news of two more. What's most interesting is that the package consists of just a program on disk or tape, and no extra hardware bits.

The programs are from Superior Software and are for the Commodore 64 and 128, and also the Amstrad CPC range. They cost £9.95 on tape. The Amstrad one is also on disk for £14.95.

The programs add a SAY comand to the machine's Basic, which means you can write programs that will speak just about any word that can be made up from the 49 sounds the program can produce.

PAPER AND THINGS

If you still use a ZX Printer or an Alphacom one and you're having trouble getting the special paper, Microsnips tell me that they still stock it. They're in Merseyside, so give them a ring on 051 630 3013.

FREE MUD

Yes, it's true. I've found a way of playing MUD on the Essex University computer that's totally free, apart from a phone call. You don't even need a PSS account. You'll need a 1200/75 baud Micronet modem. Dial 01-831 6181 and you will get a prompt on the screen. Type LOGON H,H and press RETURN. Then, to connect to Essex, type CALL A000049600000 (that's 'A' followed by 4 zeros followed by 496 followed by 5 more zeros.)

You will now be connected to Essex university. Type HOST 1 and press RETURN, then LOGIN 2653,2653 and RETURN again. You will be asked for a password, which is usually GUESS or GUESTS.

Before you reach for the dial, remember that this free account only works between 2am and 7am, so you'll need to either get up early or go to bed very late.

Incidentally, if you're trying to get through to the demo number for BT MUD as mentioned in September's C+VG, you may be having trouble with the identity code. the id is MUDGUEST, and not MUDGAMES.

MORE SOFTWEAR

Remember the article last time about a printer ribbon that produces iron-on transfers? Well here's something else that no budding clothers designer can do without. It's a program for the Beeb called SOFTWEAR which will generate knitting patterns.

Using any art package (like AMX Art), or the program's own built-in system, design a colourful picture on the screen. When it's done, the program will print you out a knitting pattern on a printer. Follow the pattern exactly, and you will knit a jumper with your pattern on it.

The company are currently working on an interface to a knitting machine so that, once you have designed the picture, the machine will knit it for you as well.

Call Newsight on 01 627 3149 if you want to look very strange this winter.

CASPER

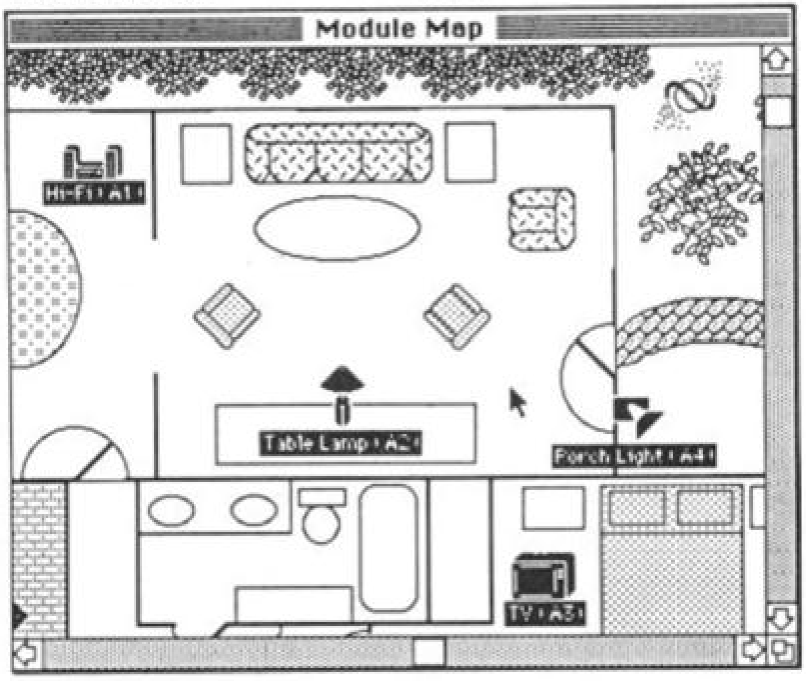
If you're tired of playing MUD for free, try Casper. It's not a game, but an electronic version of the yellow pages. You dial it up with a modem, and browse through it on the screen. If you pay £5 you can apply for a private mailbox on the system but you can, if you want, use it for free. At 1200/75 baud, it's on 01 724 8000.

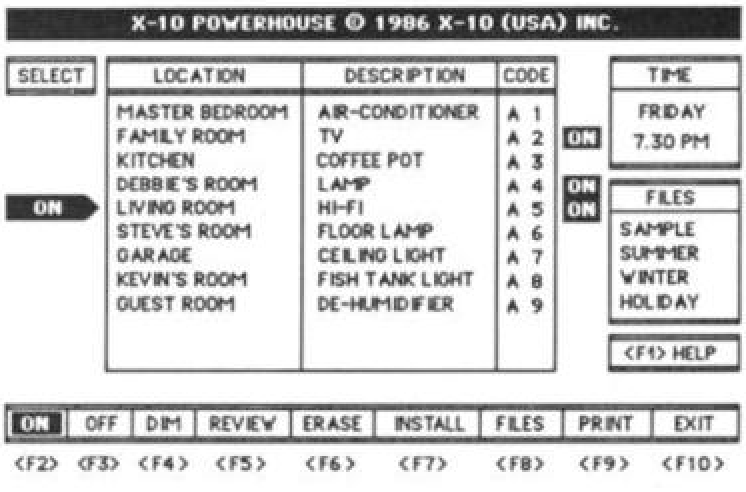
REMOTE CONTROL

Remember the Aquarius computer from Mattel? No, not many people do. One of its best features was going to be the ability to plug special devices into it that would let yu control any electrical appliance in your home. The idea was good, but unfortunately the system was never launched.

Now, though, you can do the same thing with a Commodore, Apple or IBM PC. Powerhouse is an American product which uses special 13-amp adaptors and the computer's RS-232 interface. There's menu-driven programs to program exactly what you want to turn on and off, and when. You could, for example, turn on the lights or the central heating just before you get home from work. There's also a thermostatic controller which you can program to go on and off.

If all this sounds like fun to you, write to PowerHouse, X-10 (USA) Inc, 185A LeGrand Avenue, Northvale, NJ 07647. You can call them in America on 0101 201 784 9700.



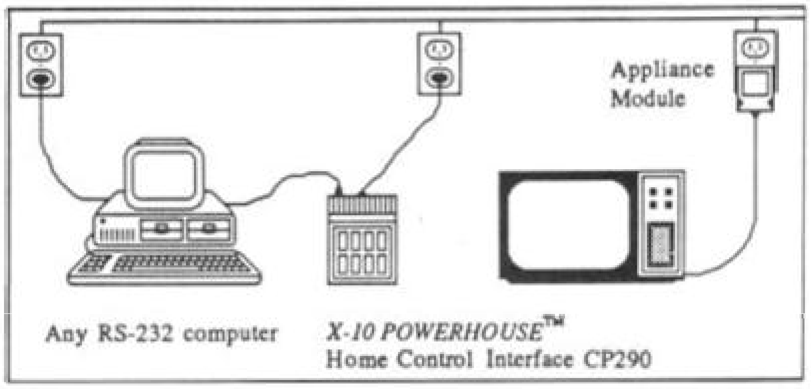


X-10 POWERHOUSE © 1986 X-10 (USA) INC.

LOCATION	DESCRIPTION	CODE	
MASTER BEDROOM	AIR-CONDITIONER	A 1	
FAMILY ROOM	TV	A 2	ON
KITCHEN	COFFEE POT	A 3	
DEBBIE'S ROOM	LAMP	A 4	ON
LIVING ROOM	HI-FI	A 5	ON
STEVE'S ROOM	FLOOR LAMP	A 6	
GARAGE	CEILING LIGHT	A 7	
KEVIN'S ROOM	FISH TANK LIGHT	A 8	
GUEST ROOM	DE-HUMIDIFIER	A 9	

TIME
FRIDAY
7.30 PM

FILES
SAMPLE
SUMMER
WINTER
HOLIDAY



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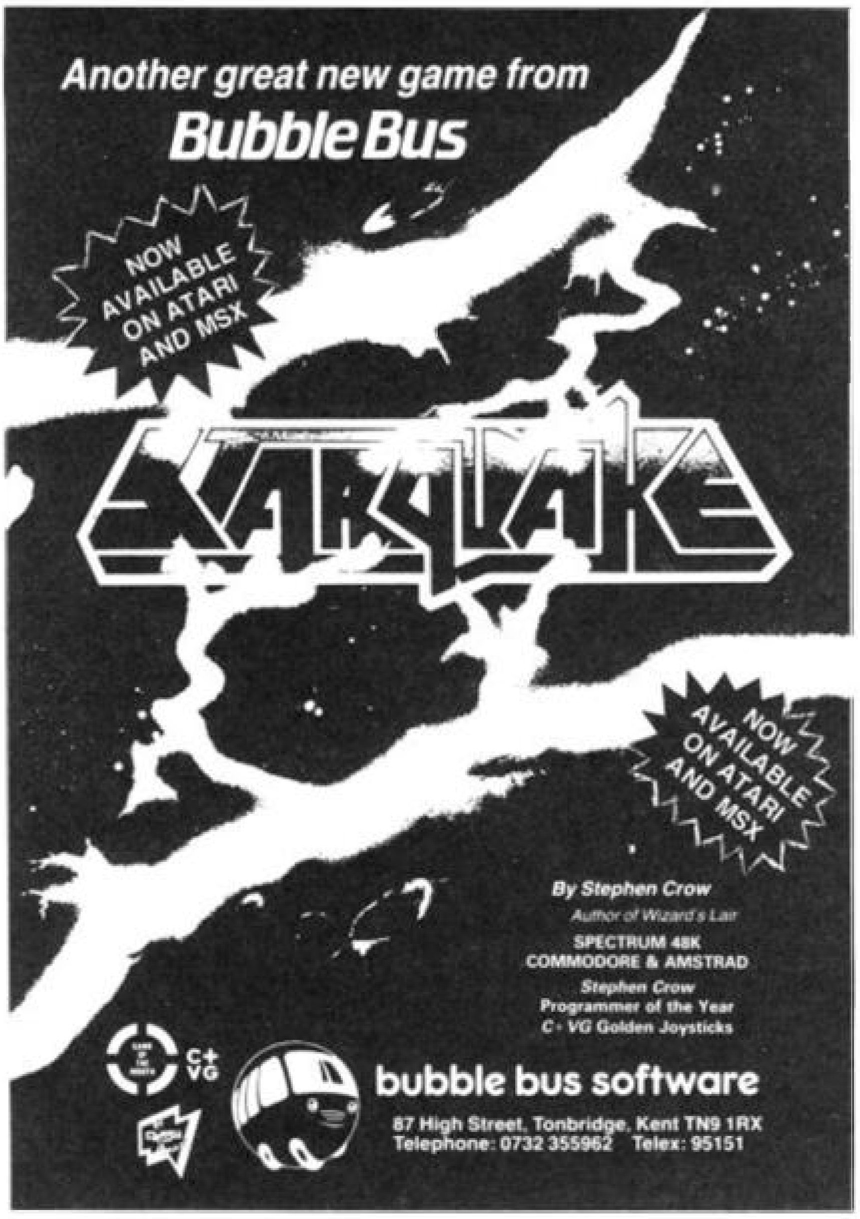
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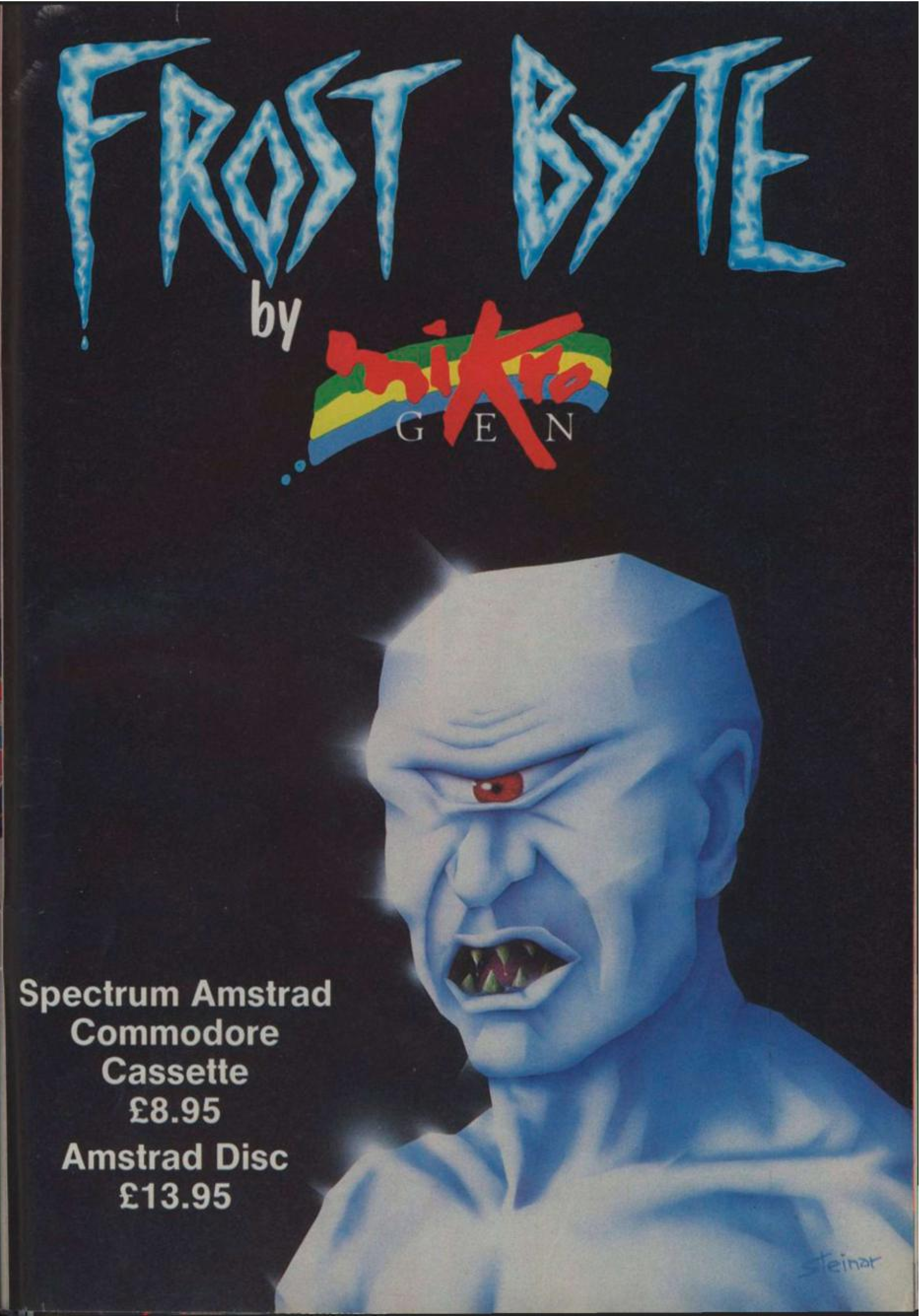
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Rampage has hit the arcades. Clare Edgeley reports on the game that's going to become the biggest cult game of the year.

It's going to be a monster. . .

SPEED RUMBLER

The storyline to Capcom's latest offering, *Speed Rumbler's* the barest excuse for a drive-and-bash-em-up.

It's a pretty average game with a fair amount of action involving a car chase in a bid to destroy the baddies, rescue the hostages and bring peace to the backwaters of whichever unfortunate country you happen to be in. And it's all got to be done in 24 hours. (Not real time, I hope).

Rather than have you chasing the baddies, the idea is to zip through the maze of streets avoiding enemy roadblocks, and the plethora of armoured vehicles they throw in your way. Your car is equipped with machine guns and points are scored for blasting the groups of mercenaries from their hideouts behind oil drums and buildings. Failing that, just charge through the drums and run them down. Be careful though, blue drums are harmless, but the red ones, filled with inflammable chemicals, explode on contact and are capable of turning you into a torch.

A nice touch, if you're quick enough, is to press the escape button and leap out of your armoured car before it explodes. Of course, you're then utterly defenceless and even your puny machine gun isn't much cop against cannon fire. Still, if you're good at dodging and you run in the right direction (and the car might be hidden from view in the next screen) you can escape.

Lone cells with the legend 'Help' emblazoned on their roofs are your targets. Run over or shoot them to free the prisoners who'll come out waving bonus points or carrying any one of a number useful items. Hammers, wrenches, First Aid Kits and twin or treble shooters give you additional time, strength, fire power and speed. All are vital if you're to steer clear and beat the hell out of the baddies.

The course is incredibly long and an indicator shows just how far you have managed to travel each time you're killed. However, it doesn't show the dead ends and much time can be wasted by making the wrong turning. Occasionally, you'll find your route blocked, but if you hang around, gates open allowing you to escape.

Other hazards include rolling rail stock with mounted cannons, and further on you'll be expected to negotiate a whole host of new traps. There are around seven areas to the game, each with different scenery and harder courses as you travel deeper into enemy territory.

One hint which may keep you alive a bit longer is to keep an eye on the damage gauge for you car. Red oil drums aren't the only things which make it explode. Each hit decreases your chance of survival and unless you find a First Aid Kit to repair the damage guage the car will eventually go up in smoke. At least if you're ready you can leap out and hopefully find another car before you catch a bullet.

For all my gripes, *Speed Rumbler* is a tricky customer and is very difficult to play. It doesn't have quite the same degree of addictiveness as *Rampage* or *Bubble Bobble*, but for all that, it's definitely worth a bash.

RAMPAGE

What have King Kong, Godzilla and the Wolf Man got in common? A burning desire to destroy all things concrete . . . and that means skyscrapers. Three of the most terrifying monsters of all time have joined forces in a hilarious attempt to flatter America's greatest cities.

Actually, the monsters go by the name of Lizzie, Ralph and George, but their resemblance to the famous film characters is obvious. Bally/Midway's *Rampage* is fantastically funny and one which you'll have to queue to play. It's the first time I've seen hardened zappers in fits of laughter as they punched their way through this idiotic, chaotic and brilliant game.

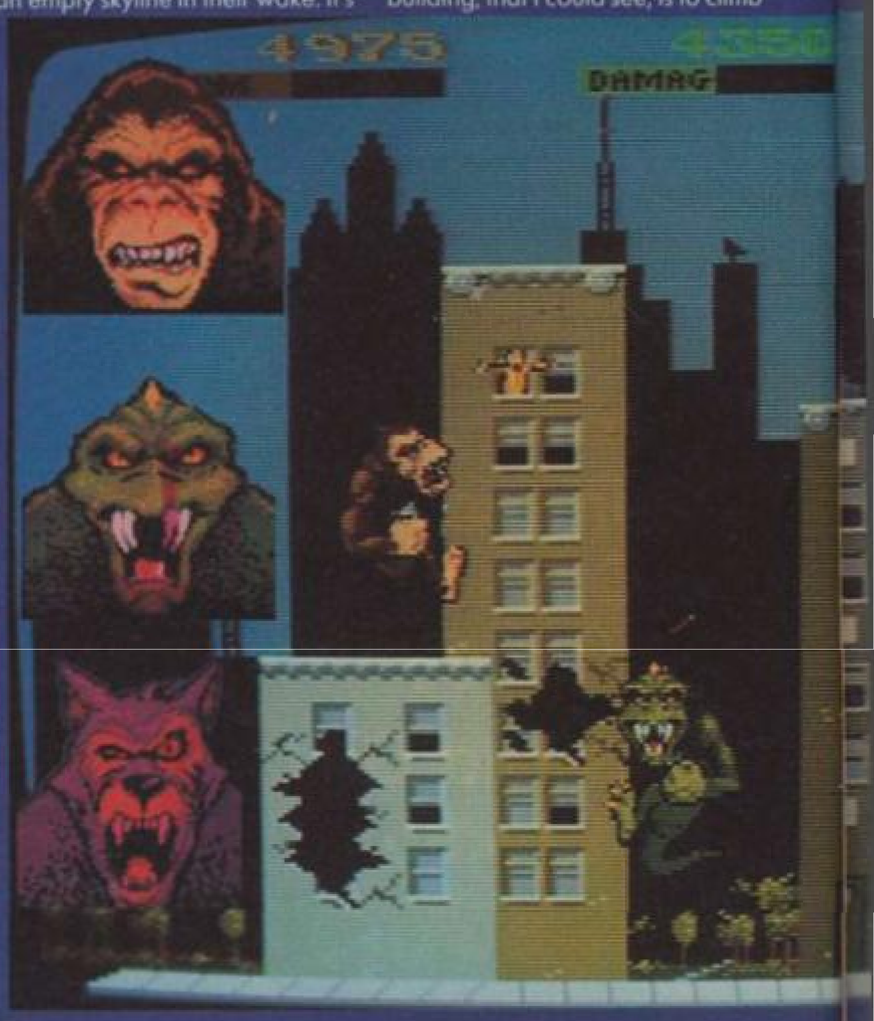
Using the now well tried feature of simultaneous play, *Rampage* is a game for three in which you can leave or join at any time — more likely when your pockets are empty. Each player takes on the remarkable cartoon likenesses of King Kong, Godzilla or Wolf Man, and then forces are joined to raze the city to the ground.

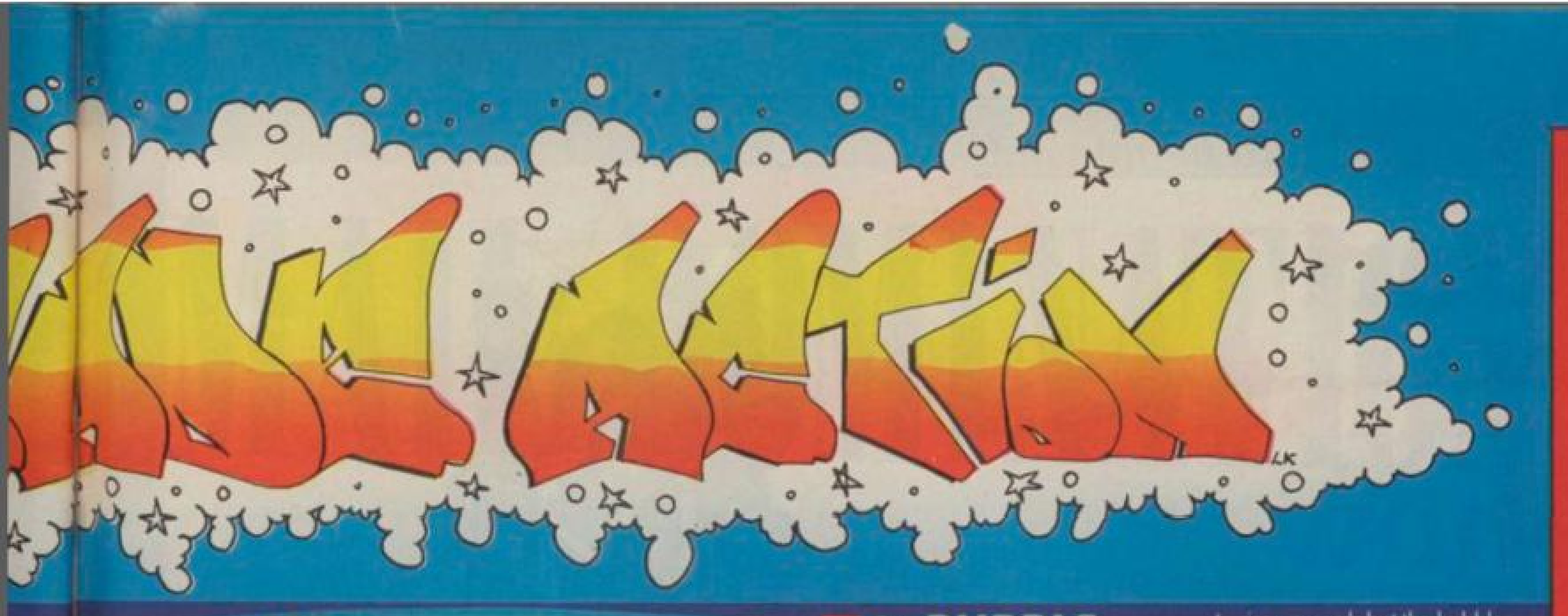
You can only move onto a new city when the three or four skyscraper have crumbled, leaving an empty skyline in their wake. It's quite easy, and getting the hang of the controls is a sinch. Just use the jump or punch button while pushing the joystick in one of eight directions. Shin up the side of a building and punch holes in its structure, but make sure that when it starts to crumble you jump away, otherwise you'll end up in a heap on the ground clutching a very sore head. Damage points are scored here and your life will be shortened.

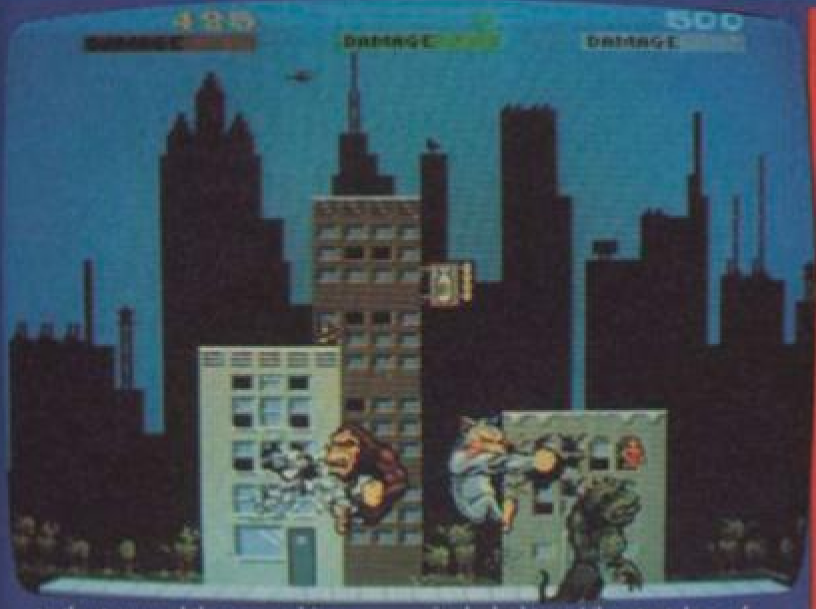
In a vain attempt to stop you, American armed forces are out in force. Choppers buzz irritatingly round your head like flies, shooting missiles, but one well timed swat flings them into a fatal spin. Alternatively, you can have fun stomping on armoured tanks which trundle helplessly under your feet. And as for the snipers firing from the skyscrapers, their lives are in more danger than yours.

Obviously when you are hit by the stray guided missile or rocket, your damage scale increases, but to get back your strength just eat any of the goodies found in the shattered windows of the scrapers. That is if you don't pound them to dust first!

Tactics are necessary and the quickest way to demolish a building, that I could see, is to climb







to the top and then punching downwards, slide to the bottom.

And for a bit of a lark you can punch your team mates. It's hilarious to see them slump to the ground with a dazed look on their faces. But when they start to come round, you'll notice an evil red gleam in their eyes. I'd disappear smartly at that point — preferably high up out of reach.

Some lovely touches have been included too. Like stretches of water between buildings. Fall into one and King Kong will disappear from sight. Your only indication of movement is a fist or claw raised above the water line showing your progress to the far bank. And beware of bridges, their spindly structure won't bear your weight for long and are likely to collapse, spilling you into the drink.

What adds the finishing touch to this loony game, other than the ease of play, is the proportional size of the characters which makes this unrealistic game somehow more real. The skyscrapers are obviously taller than the monsters, but Lizzie and her mates absolutely dwarf the choppers, trains and tanks. Humans don't even offer a nuisance value due to their minute size.

However, the monsters tend to behave like shrinking violets when your money's run out, and their capers are a sight to behold. The story goes that each monster is really a human but chemical and other forces of nature have caused them to mutate. A bit like The Incredible Hulk. Anyway, 20 pence loses its strength, your monster shrinks, still hairy or scaly, and slowly transforms into a human clad only in a loincloth. You then go knock-kneed and shuffle off the stage clutching your shreds of clothing, scarlet with embarrassment. All very cartoon-like and the animation is excellent.

For lovers of the ridiculous, *Rampage* is a must. Easily the funniest and one of the most playable games I've ever seen.

● BUBBLE BOBBLE

Bubble Bobble, in contrast to *Rampage*, is totally lacking in violence but is just as addictive.

It's built on *Mr Do!* lines and consists of 100 screens, through which you must hop trying to catch and destroy Bub, Bob, Blubber, Boris and the rest of their mates. The idea is to blow out a stream of bubbles to encase and imprison the nasties. Then bounce up and burst them. The baddies disappear and fall back miraculously transformed into succulent fruits. Run over these for extra points.

It all sounds quite easy and the first few screens let you in gently. However, as you plough through the game, the nasties get faster,more of them appear and they're harder to catch. One touch and your cute little character falls down dazed — one life lost. There are ice creams, sweets and bow ties to collect for bonus points, but these don't hang around for long, and soon disappear if you don't jump on them quickly.

Each screen consists of platforms in a variety of shapes and sizes, some of which make up quite intricate patterns, though that makes it all the harder to catch the monsters. Even harder is ensnaring them with bubbles, as the bubbles only travel a short distance. That means you've got to get dangerously close to make a catch.

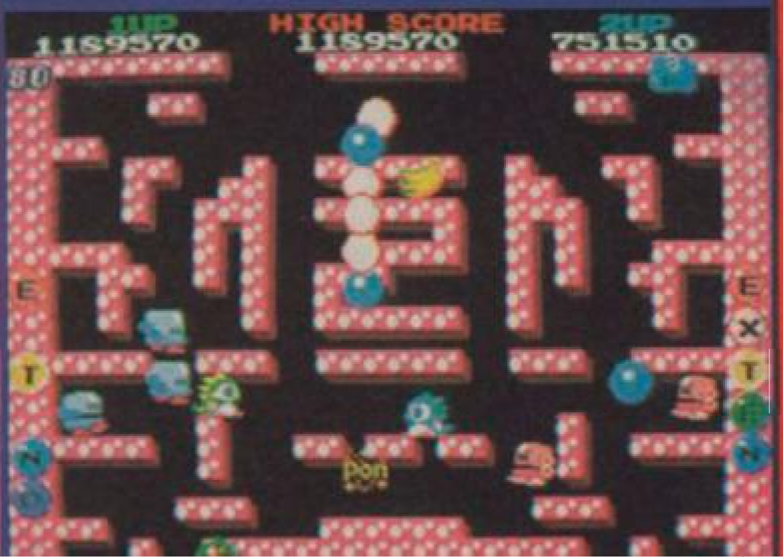
Once trapped, the monsters tend to rise upwards but the bubbles only hold them for a limited time. The idea is to throw out loads of bubbles, then when there's a good bundle, leap up and explode them for bonus points.

The trapped monsters will all disappear at the same time. Occasionally, letters appear if several of the enemy are exploded at the same time. Get to the letters quickly — they spell EXTEND — for even more points.

The two player option is more fun as both of you have a character on screen and can act as a team to clear it of nasties. This is the first time that I've seen their familiar feature used in an ordinary two-player game of this sort. So far this feature, pioneered on Atari's *Gauntlet*, has been kept for the three and four-player biggies like *Quartet, Rampage* and *Gauntlett II*. It's a welcome addition.

With two players it's much easier to clear the screens quickly and so float down in a bubble to the harder levels. The continue play facility is also a great help and allows you to see much more of the game — providing that you've got the cash. And more important, the sense of competition is heightened as the player who grabs the fruit gets the points, regardless of who burst the bubbles. It fast develops into a race against each other.

Scattered through the game are ten mystery screens, starting on level 29. I didn't manage to get anywhere near them but I understand you're in for quite a surprise.



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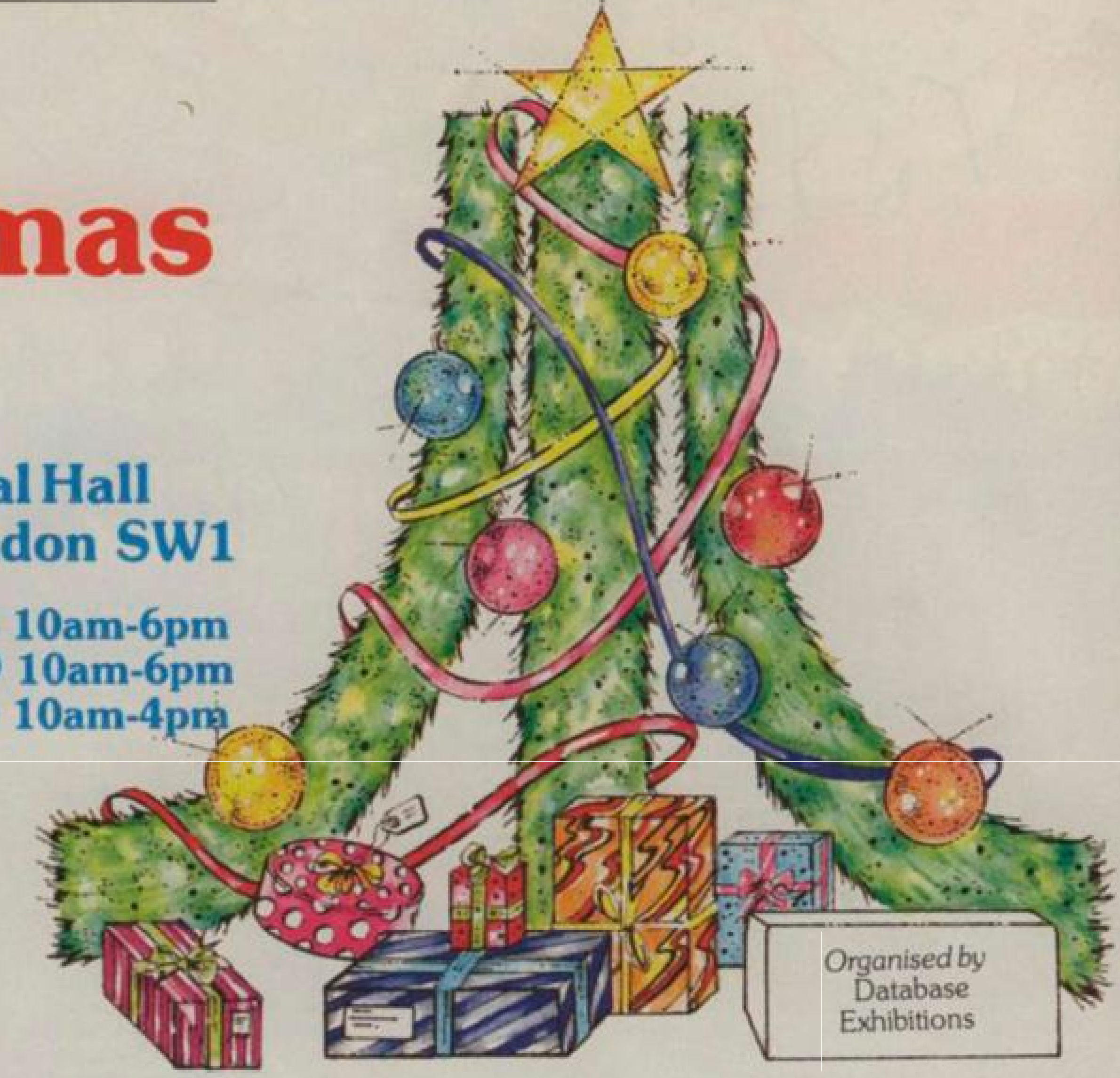

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Welcome to the war! Soon you'll be involved in a battle for world domination if you simply fill in the coupon and rush if off to our Games Master. Below you can read the scenario to C+VG's very own computer moderated Play by Mail game — but first let's take a look at what exactly a PBM is...

Play By Mail games are played from home using the postal service to carry orders and results between players and a central referee/moderator. The games played can be moderated by a human or computer. Domination is done entirely by computer.

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A long time ago, in a far off solar system there was a planet known by its inhabitants as Dexet. Dexet was a bit like earth but had very advanced technology and was ruled by one government. But all good things come to an end — and when a minor rebellion got out of hand, grew into a massive civil war most of the Dexetians were wiped out by the powerful weapons used by both sides.

There were a few survivors and the once great civilisation began to rise from the ashes. First the survivors formed tribes, then they created settlements — which became towns and cities.

Most of the population of Dexet centred on the cities and these evolved into City-states each ruled by a Governor and guarded by its armies and navy, becoming something like Ancient Rome on Earth.

Travel beyond city perimeters was forbidden for a long time after the war because of "monsters lurking in the badlands" waiting to pounce on unsuspecting travellers. This was a reference to various mutated creatures which appeared just after the war.

In time, travel outside cities did take place and merchants started to journey and trade. Soon they were the only people who had any real idea of what the outside world was like. They drew maps but allowed no one else to own or use them. Seizing the opportunity the monopolised trade between all of the cities and soon became very rich.

Strange fruits, vegetables, ornaments and weapons were moved in trade across Dexet by land and sea. City-States which tried to trade direct with other cities were stopped by the all-powerfull merchants. This was possible as only the merchants had maps.

Merchants could "discipline" rogue cities by stopping luxury goods reaching the people. After a short while, the people would revolt and a new city governor would take over. One who was happy to jwelcome the merchants back. The previous Governor was usually punished by starvation, a death thought quite suitable for his crime.

This situation continued for many years until one day, a junior member of the Quatorze city militia discovered an underground cavern of vast proportions underneath the city.

Many teams of militia were sent in and large amounts of relics of the old civilisation were found and brought to the surface. These included a vast library of technical books and though time had damaged many of these books survived to allow understanding of the equipment and to make use of it.

The Quatorze city governor was an ambitious man who wanted to remove the stranglehold that the merchants had imposed.

Despite precautions and secrecy, word soon got about the discoveries and the merchants tried to prevent this one city-state from threatening their monopoly, first by stopping all trade with it and then by sending spies in to try and acquire the secrets themselves.

The expected reaction of the Quatorze people did not come. *The governor took advantage of* the hate generated against the merchants and persuaded the citizens to do without luxuries. He promised them that they would rule the world, "if it took 10 or 100 years" and luxuries would be theirs forever.

Preparations began straight away and the next 50 years saw an unsurpassed period of social, cultural and particularly military development. In a very short period of time, Quatorze, and then other city-states, transformed from an agricultural economy to one base on heavy industy. Population increased massively due to extensive efforts of the rulers, needed workers and therefore rewarded large families.

dPolitically, the type of Government was unchanged with a one man dictatorship ruling each state. The city-states had now grown into small countries, but each country was still ignorant of the rest of the world as maps were forbidden due to a mutual distrust of each dictator. "If one had a map, a spy could soon put it in the hands of an enemy, then we would be conquered", said the rulers.

The merchants by now had gone into decline from their once great glory. Bickering among themselves was the cause and they split into 34 smaller city states. Despite their quarrels, they banded together from time to time, usually when one of the 16 major countries tried to invade their territories.

As the major countries' populations increased, these invasions became more frequent and to stop it "The legion of the 34" was formed. This was a permament defence force, maintained by all of the 34 city states and big enough to defeat any invading army.

By its presence peace was kept but it was expensive to maintain and after 25 years of peace, some of the smaller cities argued that it was not needed and stopped paying for it.

In the next five years the 34 became the 29 then the 12 and finally the legion was disbanded, at precisely the worst possible moment.

After 30 years of containment and huge population growth, the 16 major countries had become an enormous bomb waiting to explode into global war. When the legion was disbanded, at precisely the worst possible moment.

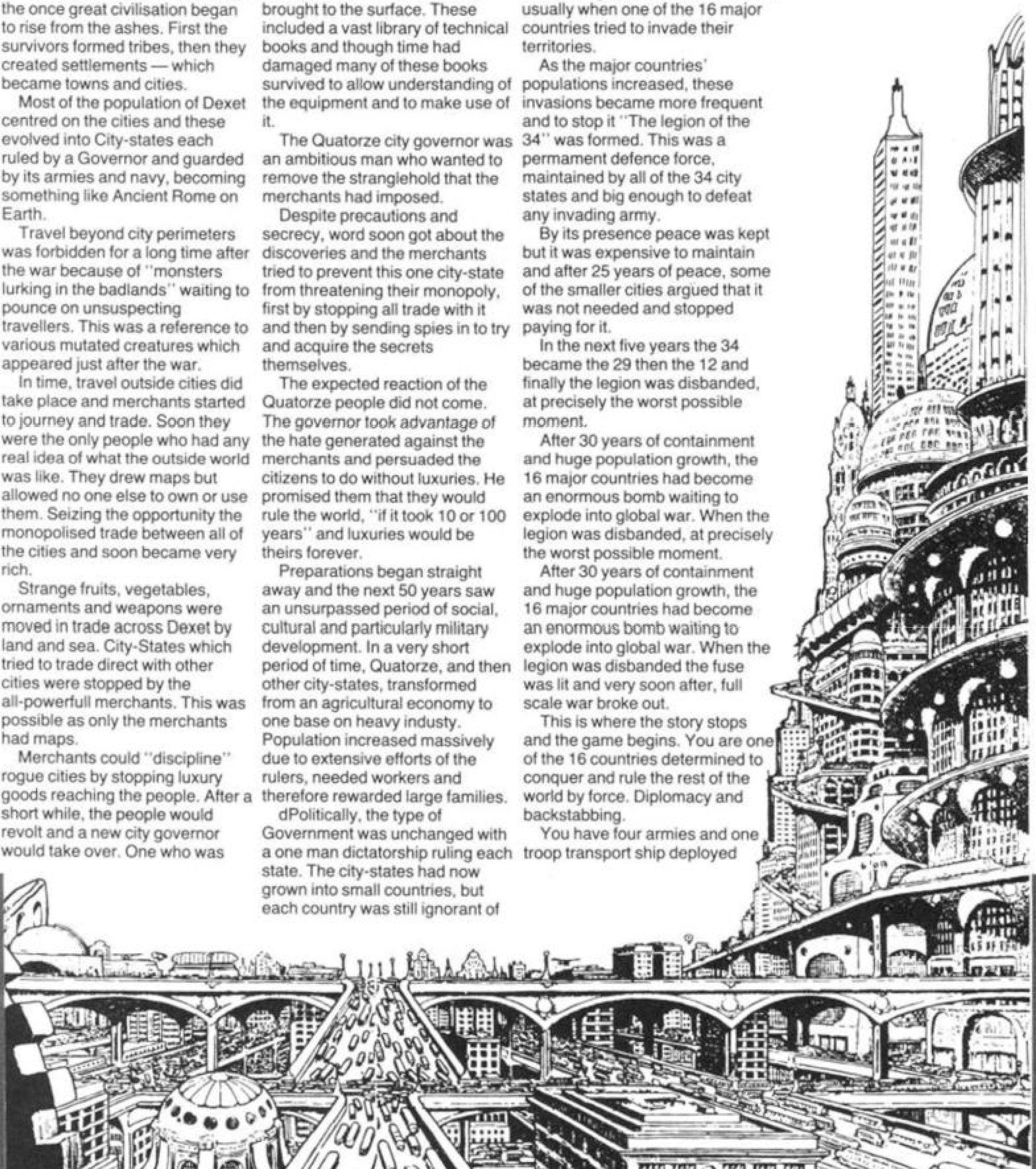
After 30 years of containment and huge population growth, the 16 major countries had become an enormous bomb waiting to explode into global war. When the legion was disbanded the fuse was lit and very soon after, full scale war broke out.

This is where the story stops and the game begins. You are one of the 16 countries determined to conquer and rule the rest of the world by force. Diplomacy and backstabbing.

You have four armies and one troop transport ship deployed around your city. They rest of the world is unknown to you, all that you know is that there are 15 jother players like yourself and f34 neutral cities.

Economists and military leaders have worked out that once you have expanded your country into an empire of twenty cities the rest will fall into line and then YOU will be the ruler of the world!

ends here ◄



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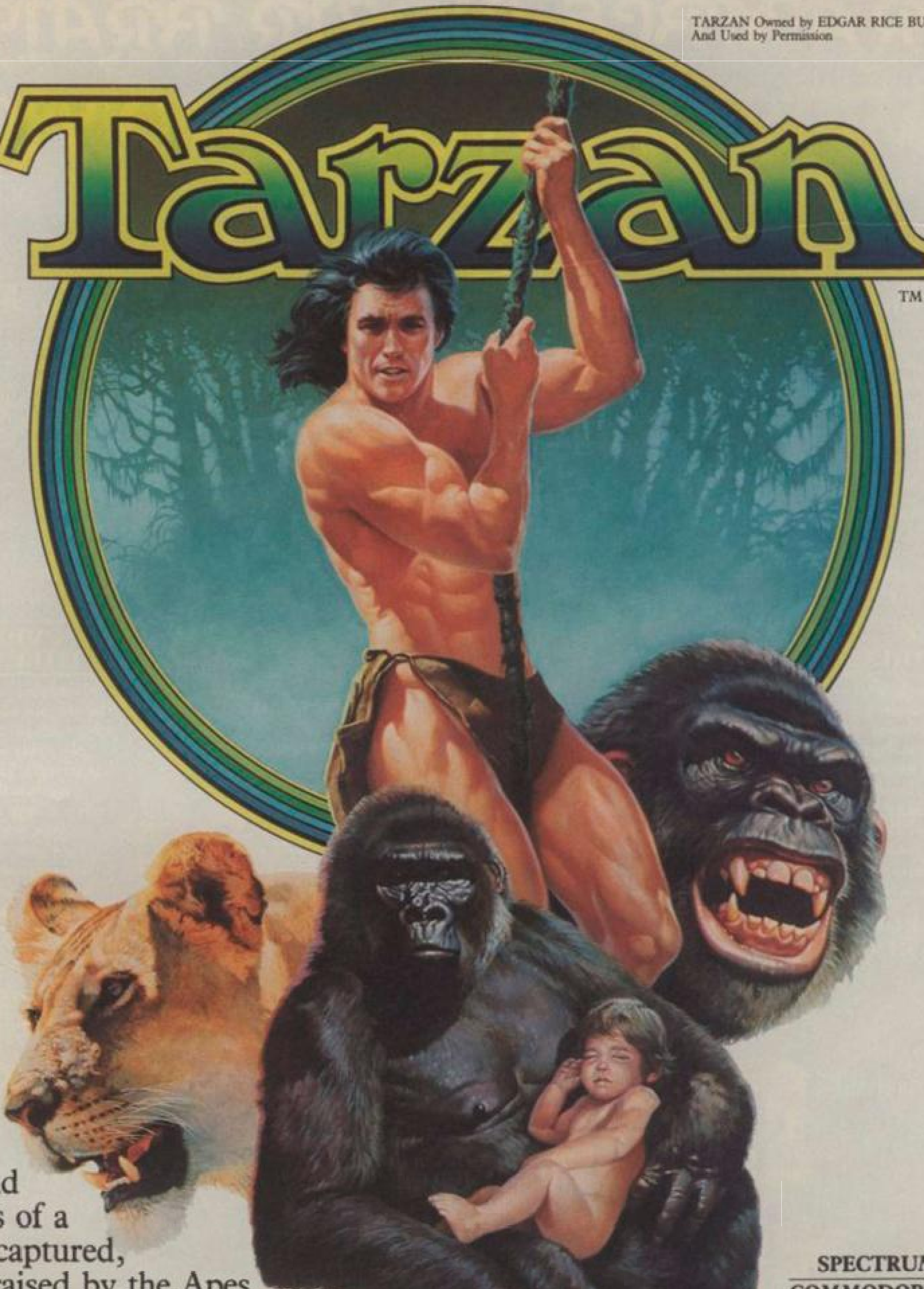

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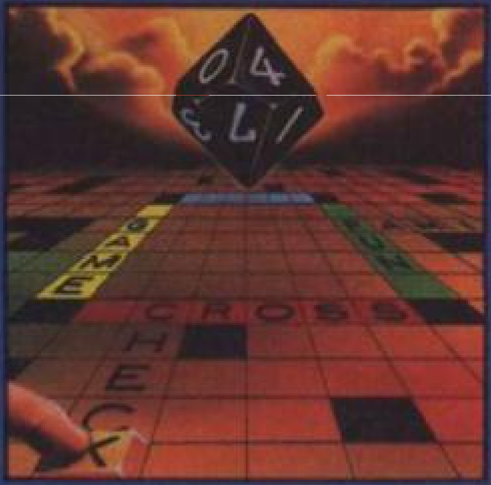

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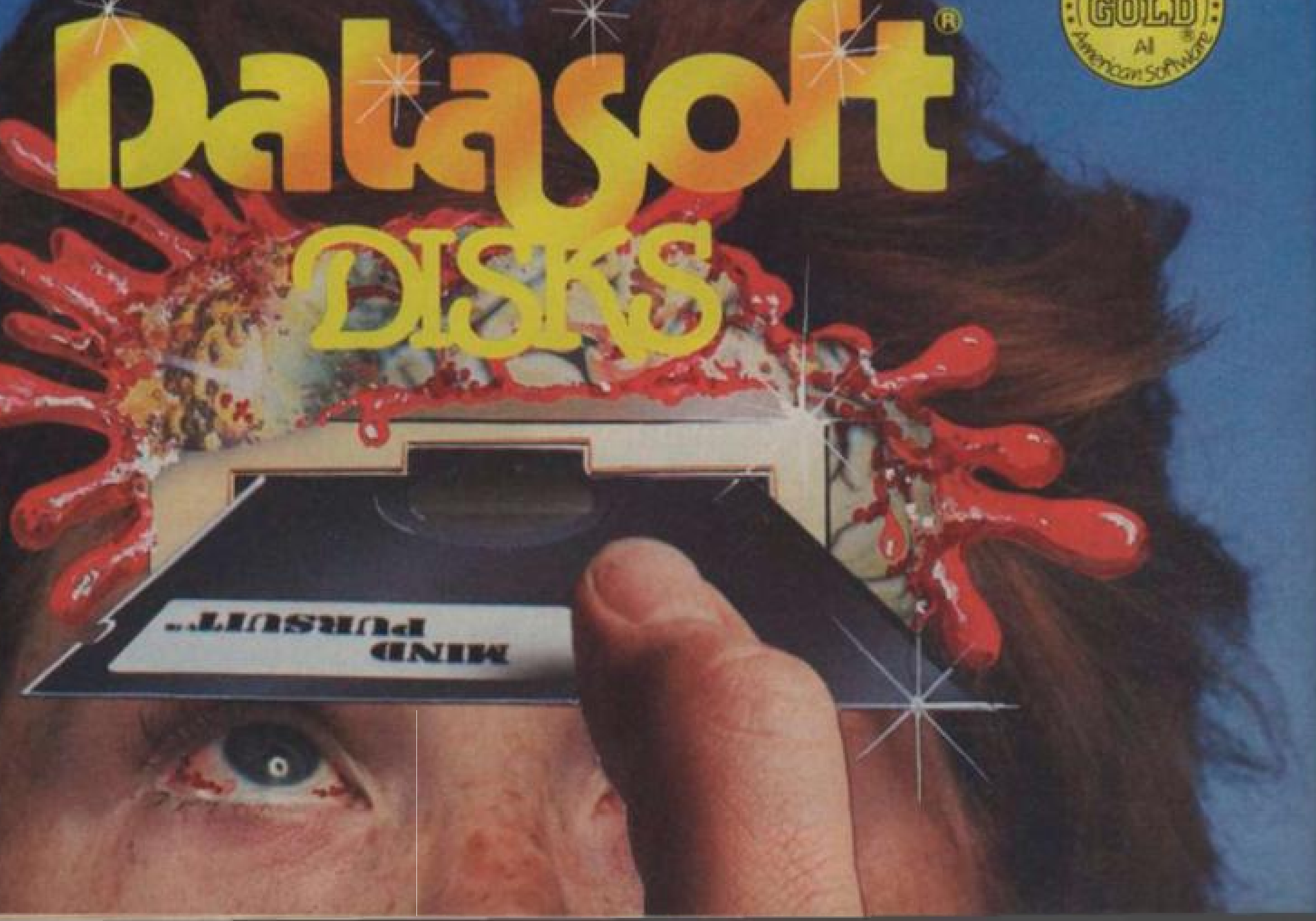

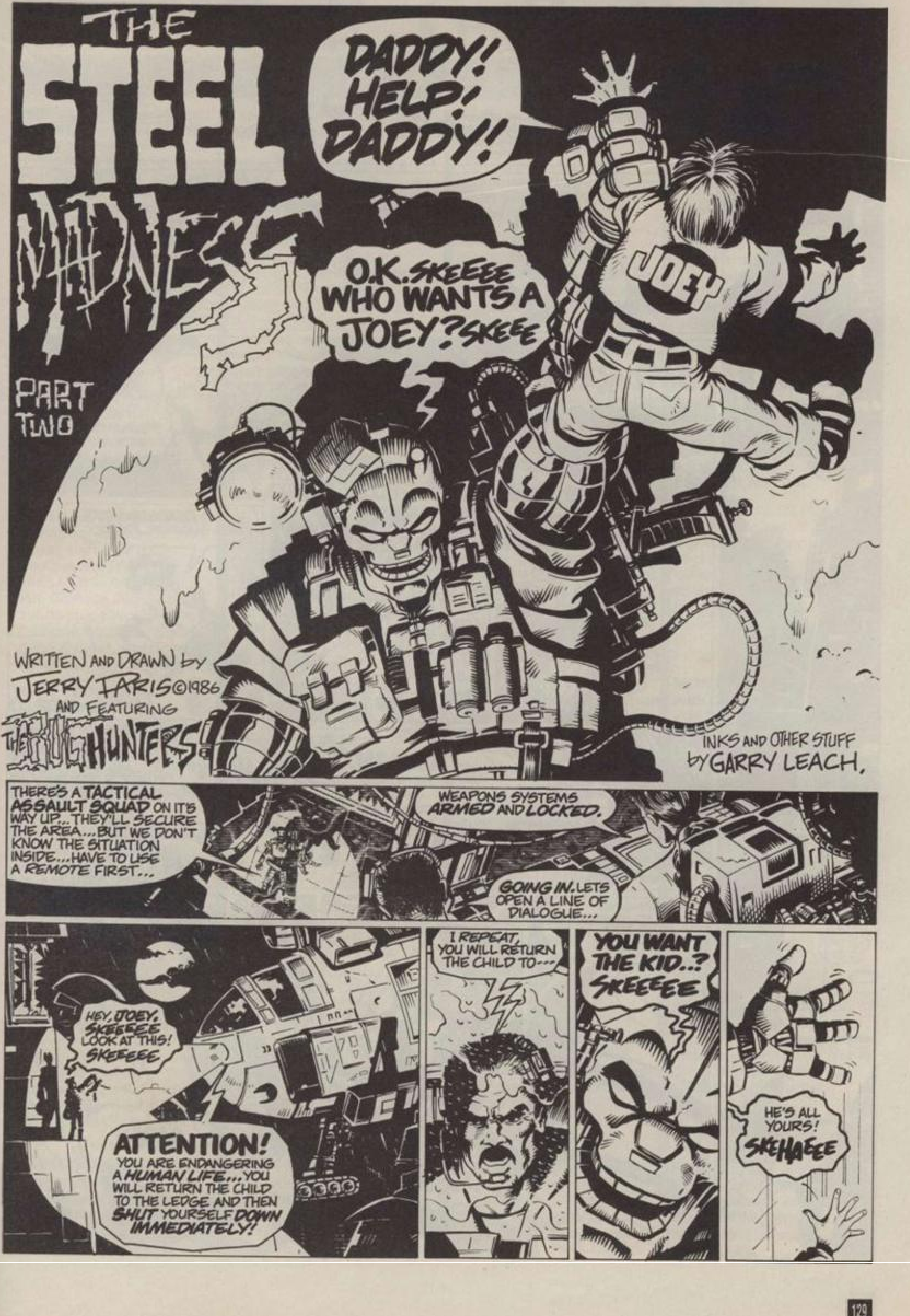
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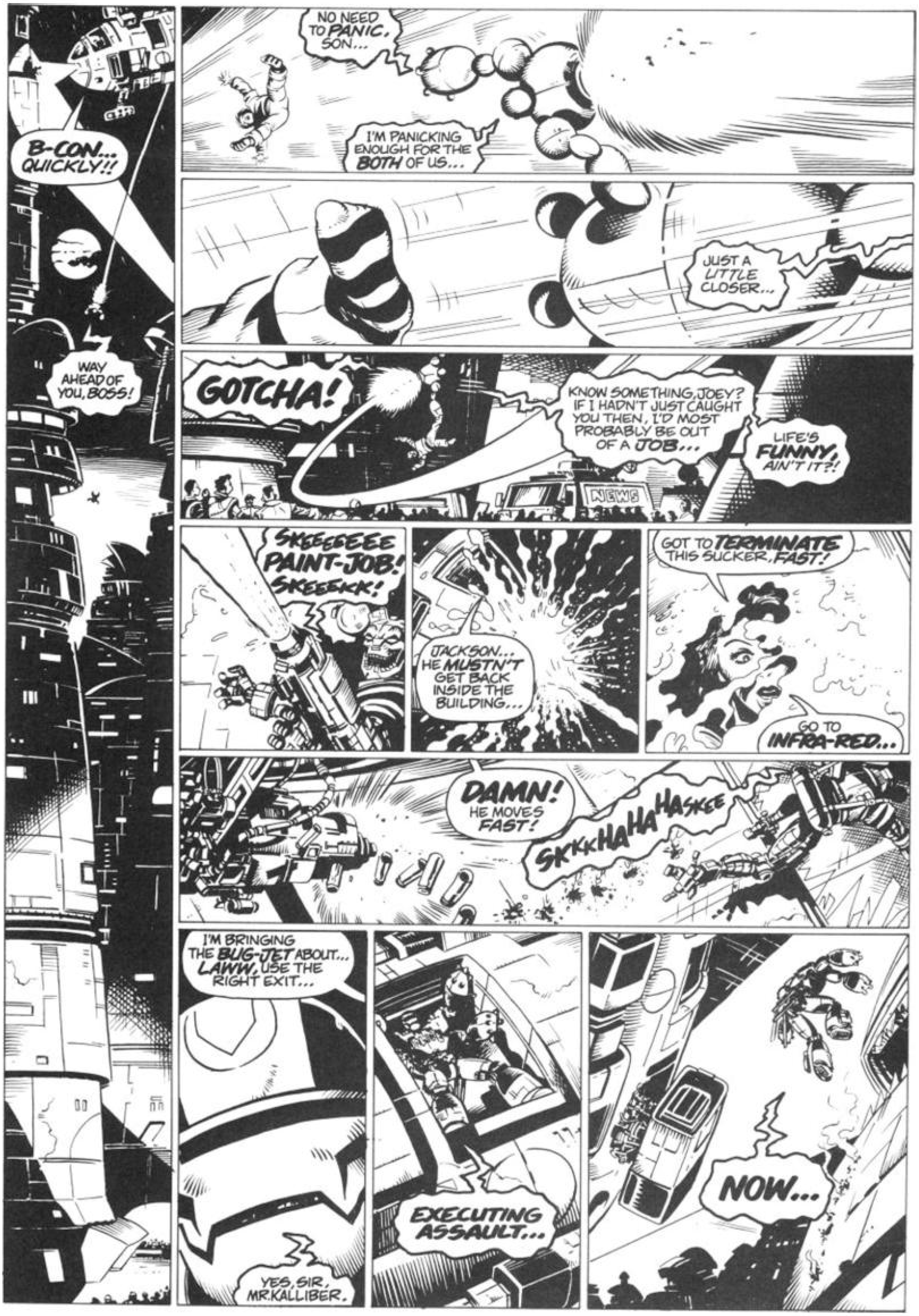
PART TWO
DADDY! HELP! DADDY!
O.K. SKEEEE WHO WANTS A JOEY? SKEEE
JOEY
WRITTEN AND DRAWN by JERRY FARIS ©1986 AND FEATURING THE BUGHUNTERS!
INKS AND OTHER STUFF by GARRY LEACH.
THERE'S A TACTICAL ASSAULT SQUAD ON IT'S WAY UP... THEY'LL SECURE THE AREA... BUT WE DON'T KNOW THE SITUATION INSIDE... HAVE TO USE A REMOTE FIRST...
WEAPONS SYSTEMS ARMED AND LOCKED.
GOING IN. LETS OPEN A LINE OF DIALOGUE...
HEY, JOEY, SKEEEEE LOOK AT THIS! SKEEEEE
ATTENTION! YOU ARE ENDANGERING A HUMAN LIFE... YOU WILL RETURN THE CHILD TO THE LEDGE AND THEN SHUT YOURSELF DOWN IMMEDIATELY!
I REPEAT, YOU WILL RETURN THE CHILD TO---
YOU WANT THE KID..? SKEEEEE
HE'S ALL YOURS! SKEHAEEE


B-CON... QUICKLY!!
NO NEED TO PANIC, SON...
I'M PANICKING ENOUGH FOR THE BOTH OF US...
JUST A LITTLE CLOSER...
WAY AHEAD OF YOU, BOSS!
GOTCHA!
KNOW SOMETHING, JOEY? IF I HADN'T JUST CAUGHT YOU THEN, I'D MOST PROBABLY BE OUT OF A JOB...
LIFE'S FUNNY, AIN'T IT?!
NEWS
SKEEEEEEE PAINT-JOB! SKEEEKK!
JACKSON... HE MUSTN'T GET BACK INSIDE THE BUILDING...
GOT TO TERMINATE THIS SUCKER, FAST!
GO TO INFRA-RED...
DAMN! HE MOVES FAST!
SKKKHAHAHASKEE
I'M BRINGING THE BUG-JET ABOUT... LAWW, USE THE RIGHT EXIT...
YES, SIR, MR. KALLIBER.
EXECUTING ASSAULT...
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set-up (going back to model railways), £199 Bourne End 2452k9 evenings and ask for Dave.

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ATARI GAMES 3 disks, Centurion 24K war game, Downhill 32K Arcade, Panic Express 48K Arcade. All 3 for £13. Write, enclosing first class stamp, to J. Ferguson, 15 Thomas Muir Ave, Bishopbriggs, Glasgow, G64 1SW.

ATARI 1029 printer unwanted. Send me as many games as possible and the person with most/best games receives it free: disk or cassette. T. Ishikawa, 4 Talman Grove, Stanmore, Mddx, HA7 4UQ. No better sale!!! send for it now!!!

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ACRON ELECTRON with tape recorder for sale, £130 worth of software including Exploding Fist etc. Excellent condition, worth over £290 will sell for £150. Phone Luke on (01) 485 9172.

FOR SALE. 1570 disk drive. 3 months old worth £170 will accept £125 ono. Anyone interest please contact Nick on 029884 546 after 6pm.

40 SPECTRUM games including: Sam Fox, Ye Ha Kung Fu, Winter Games, Rambo, Sabjoteur, etc. + quickshot II Joystick. all original worth £250. Want just £75 ono phone Farningham (0322) 862238 will sell separately.

CBM 64 + Shado tape recorder + 1541 disc drive + 1702 colour monitor + two joysticks in excess of £450. Software, elite, infocom games, doomdarks many tapes + discs. Also Spectrum 48 + Kempstow Joystick interface + £70 — £80 of software. (Spectrum modified for use with Commodore monitors). Sell whole lot as one package for £650 ono. (worth approx. £1000) please contact Richard on 01 561 6019 (evenings) or write to 53 Silverdale Gardens, Hayes, Midlesex, WB3 3LN.

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ATARI USERS! an Icelandic Atari user club wishes to contact other Atari owners anywhere in the world. Just send a sae to us, and we'll contact you as soon as possible! All letters to: A. T. Oskarsson, Alfheimar 3, Reykjavik 104, Iceland.

SPECTRUM +, Cassette player, light pen, £200 worth of software and mags. worth £660 sell for £185 ono telephonel 975427 after 4.

AMSTRAD software for sale: who dares wins 2 £5.00, Ghostbusters, 3D Boxing, Pyjamerama, and Sorcery £4.25 each, House of Usher, Master Chess, Roland On The Run, Electro Freddy, Harrier Attack, Test Match £3.50 each. Telephone: 0782 518236 and ask for Jason.

FOR SALE. Light pen £10, Mirage microdriver £35 or swop both for Multiface 1 (48 version), VTX5000 modern £30, Spectrum Kung Fu master £6. Will swop Modem for Spectrum or Mouse. Tel. 0532 623161 and ask for Edward.

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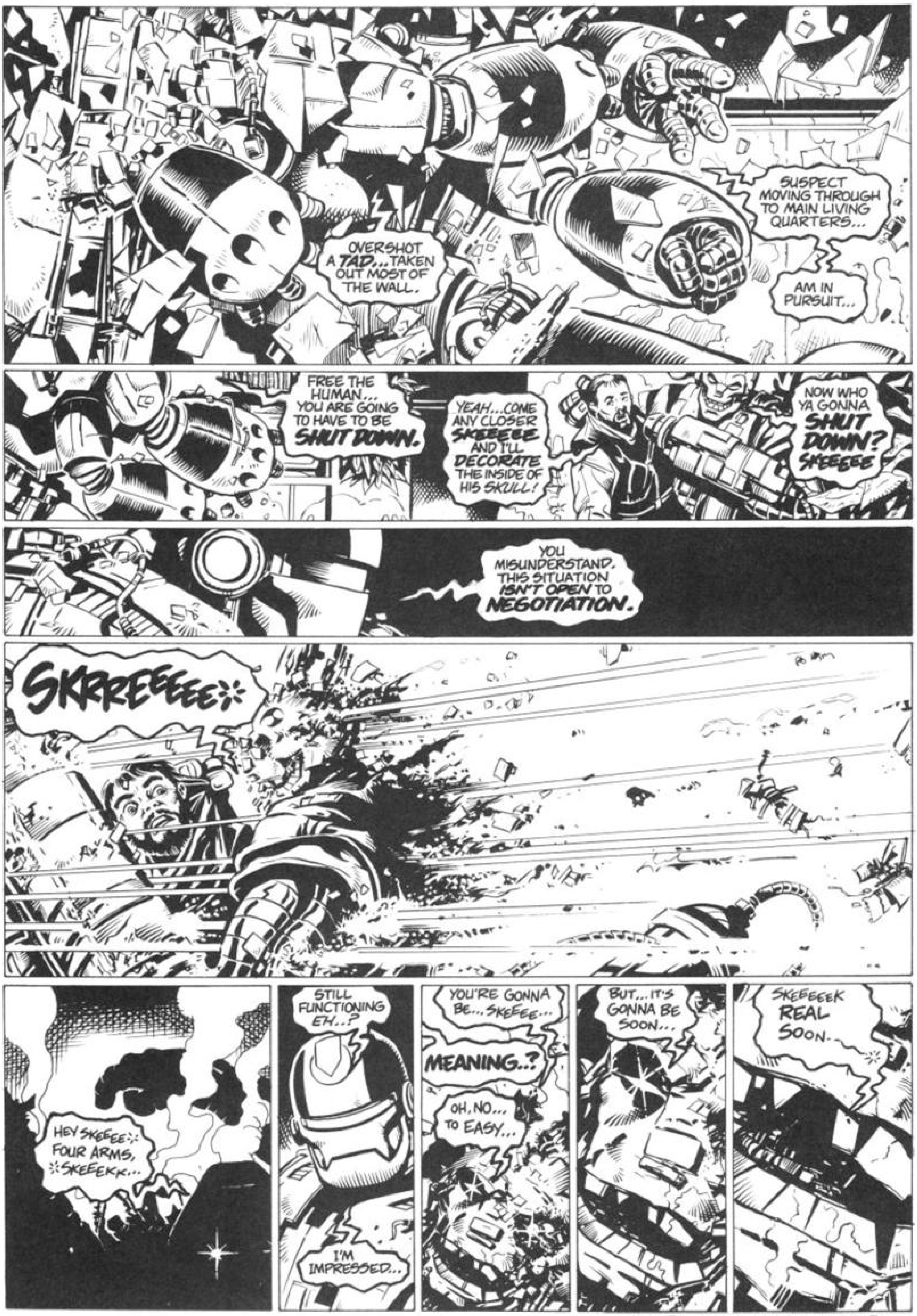
MZ 700 game for sale. Called Sharp Land. Price £2.50 including postage and packing. Make cheques/postal orders payable to M. Draisey. Write to 12, Milton Terrace, Mount Pleasant, Swansea, SA1 6XP. Also looking for a MZ700 pen pal.

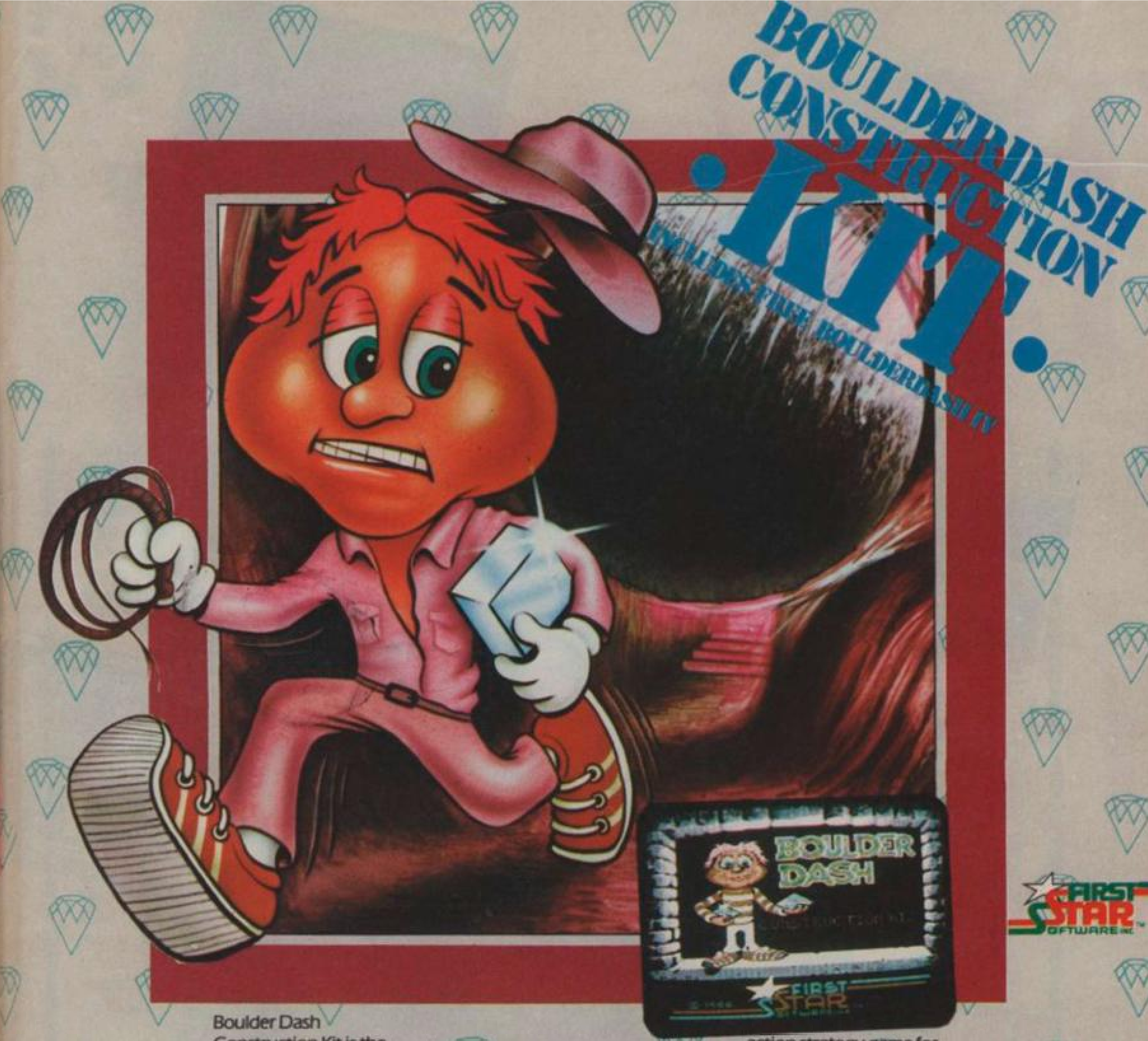
MOMMODORE 64 complete with C2N cassette recorder and Quickshot II joystick and £1,000's worth of software, Including — International Karate, Archon II, Electroglide and Zoids, etc. All in good condition for sale £250 ono. Phone 051 488 6183.

UNWANTED GIFT — FDD1 disk drive and interface for the Amstrad. Free to the person who sends their 15-18 best games on a tape to 12 Lindsam Ave., Merton, Blackpool, Lancs, FY3 9LB. Winners name will be published in this section next month. Also 10 pack of games — £5.00, 15 pack of games — £7.00. These include — Ping Pong, Yie Ar Kung Fu, Raid, Bruce Lee and other great titles.

ATARI/1010/DATA/ RECORDER with lots of software such as Smash Hits 4, Dig Dug, all M, Tronic Range, Gridrunner, Goldew Baton, Scotter, and many many more. also Atari software to swap. Tele. Greg on 728 979.


OVERSHOT A TAD... TAKEN OUT MOST OF THE WALL.
SUSPECT MOVING THROUGH TO MAIN LIVING QUARTERS...
AM IN PURSUIT...
FREE THE HUMAN... YOU ARE GOING TO HAVE TO BE SHUT DOWN.
YEAH...COME ANY CLOSER SKEEEEE AND I'LL DECORATE THE INSIDE OF HIS SKULL!
NOW WHO YA GONNA SHUT DOWN? SKEEEEE
YOU MISUNDERSTAND. THIS SITUATION ISN'T OPEN TO NEGOTIATION.
SKRREEEEEE
HEY SKEEEE FOUR ARMS, SKEEEKK...
STILL FUNCTIONING EH..?
I'M IMPRESSED...
YOU'RE GONNA BE... SKEEEE...
MEANING..?
OH, NO... TO EASY...
BUT... IT'S GONNA BE SOON...
SKEEEEEK REAL SOON...

TO BE CONTINUED...



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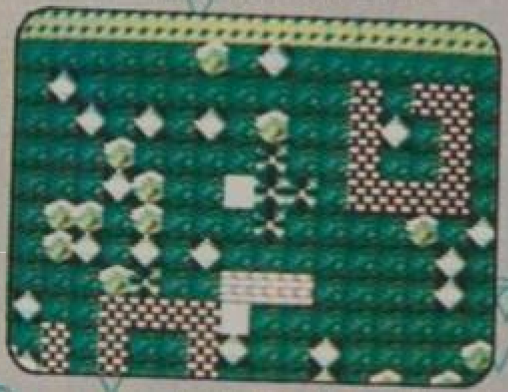
Boulder Dash Construction Kit is the ultimate challenge for fans of the multi award winning Boulder Dash and the perfect introduction to Rockford's underground world for those yet to experience the magic. Now for the very first time you can design your own games with the Boulder Dash Construction Kit and save your creations to disk or cassette. A new game is included for impatient Boulder Dash fans.



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SCOOBY DOO

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NOVEMBER SINCLAIR USER **UNLEASHED OCTOBER 18**

Pen Pals Page

If you would like to get in touch with any of the following British readers, please write to them c/o C+VG and I shall pass your letters on. Otherwise, if the reader is from overseas just write to them direct, at the address which follows their letter.

If anyone is interested in trading games for the Commodore 64, 128, Pet, Atari 800 or TRS 80 please write to:
Frank Mignano
1357 85th St.
Brooklyn
New York 11228
USA

I am a French Spectrum owner and I would like to get in touch with someone who would like to swap software, hints, tips and pokes. If you write to me, enclose a list of your games and utilities.
Thierry Macquet
27 rue de L'Echipuier
75010 Paris
France

I have a BBC computer and would be interested in swapping games, hints and tips, So please get in touch.
John Miller
Edinburgh

I own an Amstrad 464 and my whole spare time is devoted to it, so I am looking for budding Amsters who are willing to swap software and ideas. So why not drop me a line c/o C+VG.
Jon Tyler
Surrey

I am an Italian reader of your magazine and I would like to get in touch with readers

C16 and Plus/4 owners worldwide wanted. I am an Italian boy who owns a plus/4 with tape recorder, disk drive, hundreds of games and utilities memory maps and Rom disassembly. Please write with all your information. All letters answered.
Aldo Bordieri
Via Maiocchi 19
20129 Milano
Italy

I own a CBM64 and a Spectrum 48k. I would like to correspond with computer owners from all over the world. My interest lies in adventures and combat simulations.
Tulpar Demirbilek
Cemil Topuzlu Cadd.
Dr Kazim Lakay Sok 6/9
Zeynep Apt.
Giftehavuzlar — Istanbul
Turkey.

I own an Atari 800xl, tape player and would like to hear from someone with typed in games on blank tape to improve my collection. I have program listings and original games. I am in dire need of adventures.
Philip Riordan
Ireland

Please help a lonely Vic owner who is looking for some fellow users to swap games and ideas. All letters answered.
Anon.
Dyfed.

I am a 10 year old Spectrum owner who would like an overseas pen-pal. I have an interface 1, 2 and microdrive. I enjoy playing arcade games and my other interests are cricket and swimming. Please write to
James Russell
31 Hawera Road
Kohimarama
Auckland 5
New Zealand

I am a 19 year old Spectrum owner and would like to have a pen-pal of roughly the same age, who either lives here in Britain or the USA. Please get in touch.
R Noble
Lancs

I am a 17 year old Norwegian boy who would like to get a pen pal in the UK. I own a ZX Spectrum and I am a fan of all sorts of games, but most I prefer text/graphic adventures. I would like to exchange hints and clues and games. Please send a letter to
Jan-Ivar Hansen-Bergli
PB. 131
N-3482 Tofte
Norway.

I own an Enterprise 64 and think it's sound and graphics are great. I would like to get in touch with other Enterprise users.
John-Magnus Hopen
Storaasen 136
5090 Nyborg
Bergen
Norway

more next month ◄

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

Right, men. I'm only gonnal say this once, so pay attention. I'm Laww. I've been paying close attention to what you people have to say about the magazine, and I'm going to have to set a few of you right. Okay. Here we go.

● We (that is the more intelligent members of this fair planet) would like to reply to a letter which was in your mailbag a couple of months ago. What on earth was a certain Matt Dougherty bleating on about? It would appear that his brain capacity is somewhat limited when compared to that of us adventurers. Had he looked upon the cover of your magazine he would have noticed the name 'Computer + Video Games'. Am I not correct is assuming that an adventure is a computer game and deserving of just as much room as the moronic (that means silly) games for peabrained mortals with nothing better to do than wipe out a race of beings with a character the same as that of Rambo?

Adventure games demand a lot more brain power and logic than simply obliterating some poor defenceless sprite and so do their reviews. Adventurers don't ask for a lot, I mean, 11 adventure reviews compared to about 34 computer/arcade reviews, considering the fact that adventurers are beginning to consume a large area of the computer entertainment market. What we do ask however, is that our reviews are a little more in depth and provide a few more clues rather than the outright cheats that arcade games need.

Peter Wright and Darren Coldwell
Eastbourne

I'm always one for a bit of adventure. In with the thick of it. That's me. Whenever there are defenceless people in need of rescue, me and the lads are straight in there, diffusing the situation. Ah, wait a second. What are you talking about in this part? Rambo? What's wrong with him? I'll have you know that John and myself get along very well.

You're right on a couple of points, though. Adventure and strategy simulations are just what the young people of today need. Where would the great military tacticians of today be without being allowed to fight the Battle of the Bulge on their micros? Yes. Just think of it!

● I read with interest your article on the St and the Amiga. The Amiga has huge potential as a games machine with superb graphics, *Sound* and an adequate 256K of RAM, which needn't be used as much with the separate chips for sound and graphics. But why the huge price tag?

Surely very few people will "fork-out" over £1,000 for a home computer.

If Commodore intended the Amiga as a business computer, then the price is correct, but, there isn't any need for 4096 colours and 4 channel stereo when using an Amiga for word processing.

Do you think there is a chance of the price dropping in the next year or so? I know I for one would pay around £600 for an Amiga without the Monitor or disk drive. What do your other readers think?

Mark Birchall
Merseyside

● I have some advice for Simon Healy, about ordering software overseas. Most software dealers will post software to Australia using surface mail. This usually can take between three to six months. I hope Simon sent his order form by air mail, otherwise his order could take over six months to arrive in Australia.

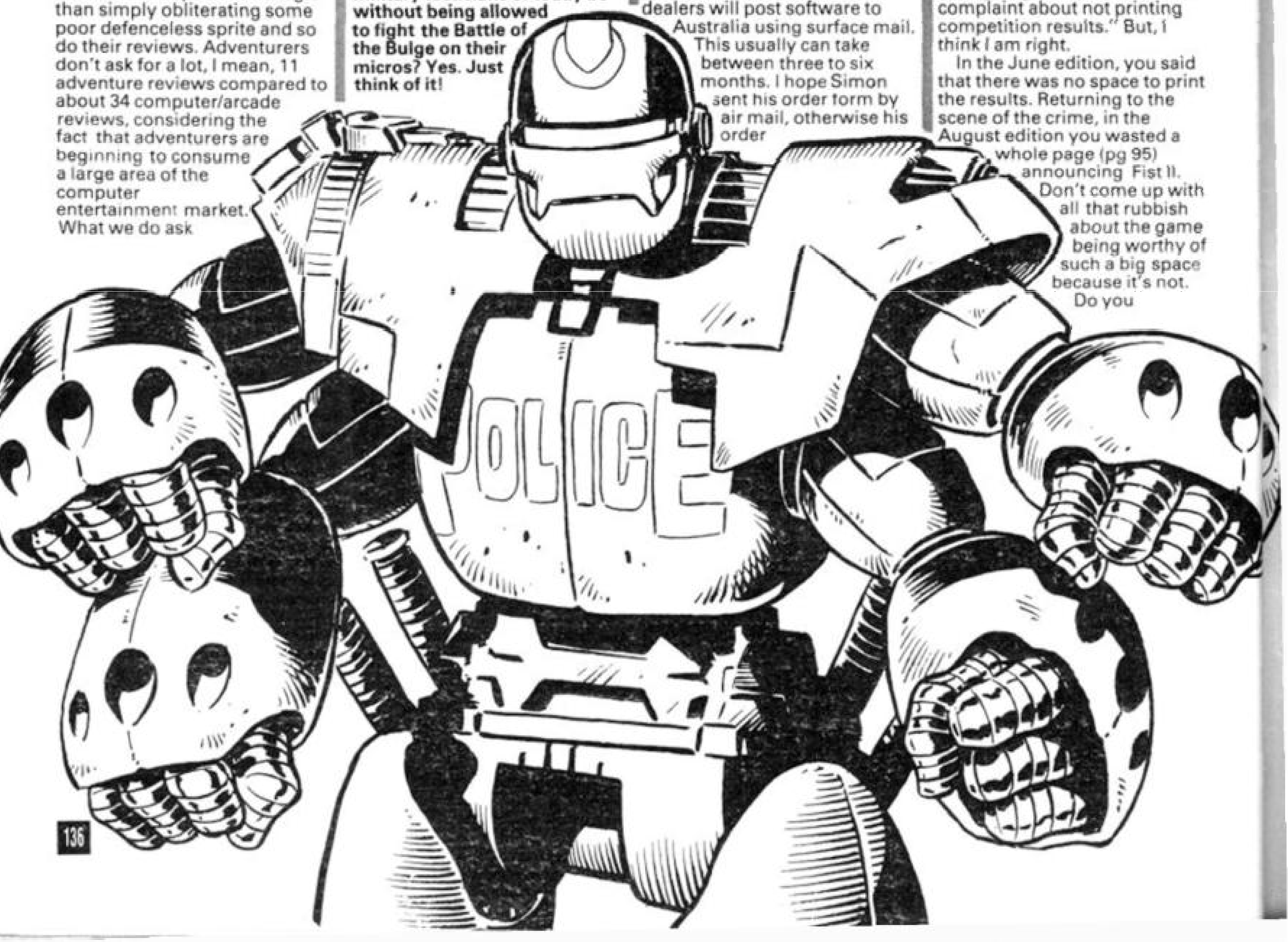
If any Australian is interested in ordering software from England then I would have to recommend Post Haste Software, which advertises regularly in C+VG. The air mail costs an additional £2.50, but for the time saved it is well worth it. My first order cost £4.89 in postage costs and they didn't charge me anything above the £2.50. This is what I call excellent service. Plus the time from when I posted my letter (air mail) to the time I received my software was only two weeks.

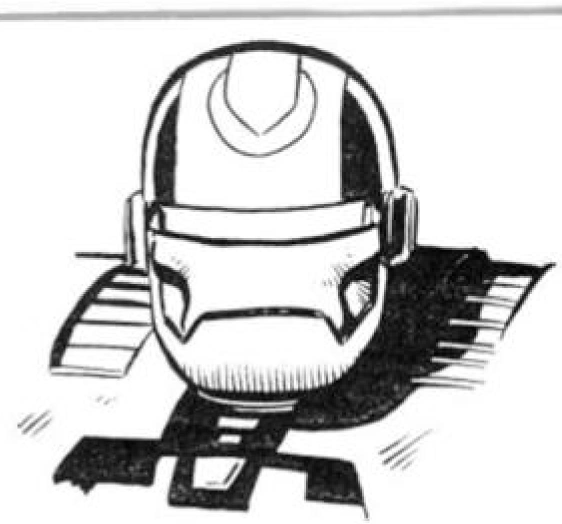
Bruce Godfrey,
Australia

● I have only one complaint about your excellent magazine. But first the good points.

Your reviews are the best and I always go by them. The adventure helpline is on its own — very outstanding. The competitions are the best. I could go on and on, but, now back to the business. I know your going to say "Not another complaint about not printing competition results." But, I *think I am right.*

In the June edition, you said that there was no space to print the results. Returning to the scene of the crime, in the August edition you wasted a whole page (pg 95) announcing Fist II. Don't come up with all that rubbish about the game being worthy of such a big space because it's not. Do you





have a good enough explanation?
Paul Dobet
Manchester

Get this straight, geek. I didn't spend my time in the Academy learning how to bandy words with a bunch of nampby pamby wingers. You seem to have got hold of the wrong end of the truncheon here, pal. Page 95 in the august issue was an advert. That's why it had the Melbourne House logo at the bottom of the page. It's one of those "Conceptual" ads., or so I'm told.

● I am a great reader of your magazine, but, I am German so you must understand that my English is not so good, that I could write a whole letter in this language.

Your magazine is great, but the price in Germany is 6DM, — that is my whole pocketmoney.

I have read your *Twister* offer and have sent a Euro cheque for the correct sum. But I have not received anything since. What has happened.
Thomas Schmidt.
Deutschland

Big Red replies: The everso reliable System 3 has failed to deliver the goods. We'll be returning the cheques. We're very sorry about the disappointment many of our readers suffered.

Tttrrriinnnggg, the bell rings . . . it's here, the last day of the month. The time has come when we have to fight for our rights. I must go quickly, run as I have never run before, fight as I have never fought. The time has come when we have to get our copy of C+VG. I'm the first, no-one else has arrived. I'm the one who is going to get the only copy of C+VG in 20 miles. I DID IT!! I purchased it. Now, I must run very quickly and hide myself before the rest come. It's night, no-one else around, now I can go home . . .

When I read what Big Red said — "The magazine for all computers" — I got mad. Do you know that in all the C+VG's that I have managed to buy, I haven't found one single review for my computer? So, I have written to you just to say how much I hate stupid Big Red. I think that my letter deserves a reward . . . please, could you put at least a very small review for my computer, just to give me a reason to buy this stu. . . magazine. by the way my computer is a Memotech MTX (here in Portugal they sell like bananas!! . . . it's true).

Did you like my introduction? It's true . . . I think you could send more copies here to Portugal. About the letter itself — do you know that I only buy the magazine because I like the way you talk about things . . . your so crazy . . . just like me.

In addition to what I have already said I can say that I like the way you talk about games and I always agree with you. I like the Bughunters Cartoon, but, I need a dictionary to understand it — please don't feel that you have to change it because of us stupid Portugese. I like your listings, one problem though, it takes a lot of hard work to convert it to my computer.
Claudion Filips da Silva Tereso
Portugal
PS Ha Ha Ha you lost with Portugal, you can't play football!!!

Dammit. You're obviously very weird. I think it's time to arrange a little "visit" to Portugal and sort out all that nonsense. Watch the skies!

● I've come up with a great idea for a series of features which could be published in C+VG.

Why don't you do a series of stories about what's happening on the software front in other countries? I know you have letters from America fairly regularly but the whole world isn't America.

What about Australia, Europe, Japan and the Far East? I bet there's tons of interesting things going on there.

PS. I'd like to volunteer to be the one to visit these places.
John Painter,
Rotherham

Great idea, kid. The entire C+VG team are packing their bags right now.
C+VG World Tour 1986-87. It has a great ring to it. But who's going to be left behind to produce the mag? Oh no . . . come back guys . . . please . . . I won't be able to cope on my own . . .

● I have written in reply to your request for comments about whether program listings should be printed or not.

I enjoy the challenge of typing in a program and debugging it so that it runs correctly. Successfully debugging a program provides the same sense of achievement as solving a problem in an Adventure. However, once a program is finished and running, it is generally a great disappointment. This is because action graphics games written in Basic are so slow and jerky that they don't hold any interest for more than a few minutes. The answer to this problem is in the type of listings you print. To be of any value, a program written in Basic should be restricted to games that do not involve animation. Programs requiring animated graphics should be written in machine code. The trouble with this is that it is very easy to make a mistake when typing and it is beyond most people, including myself, to fix it up afterwards. This means that a checksum program is essential.

So please, do continue to print listings, but restrict Basic programs to 'thinking' games rather than action games, and include machine code programs with checksums for the action games.
David Couche
South Australia

Thanks for your thoughts, son. You obviously put a considerable amount of time into that letter. Do other readers feel that graphic action games are pointless in basic?

Okay we lucky readers of Computer + Video Games got a super pull-out poster of Big Red, but, I am sure most readers would want a giant pull-out poster of Melissa (sigh). As you sometimes look so great in Ideas Central All my friends would like a pull-out giant poster.

Wo will you please, please, please, grovel, grovel, grovel try and have one for us either next month or the month after. My wall will be waiting for the arrival of Melissa's poster — all of us in Hull will be waiting!
Elliott Ainley
Hull

Come on, man! Keep a stiff upper lip. All that snivelling isn't going to get you anywhere.

Lots of people have been saying the same sort of thing, though. And, although I thought Big Red looked far more impressive in a combat situation than Melissa ever could, I'll talk to my superiors, Metcalfe, St. John and Kennedy, and see what I can arrange.

● I find your reviews ratings spot on! Although your reviews are sometimes short they are still very informative. A whole two pages is not necessary and very unfair to other titles. I'm glad you don't do it.

Other parts of your mag are also first rate. Like the new film releases. "A waste of space," I hear the masses cry! Not so, If the film is a hit someone is bound to make a game of it. Happy Birthday!

Good to hear someone has got good taste at last. But the Ed says to watch out for our new look reviews section coming your way as from next issue. I hope to have a starring role in a new police training film by the way. . .

● When X died in the August issue I laughed. "Those people at IDEAS can do anything. He'll be back next issue." Now I am crying my eyes out. Please IDEAS bring him back!

One more thing is bothering me. Are the C+VG team REAL? I would dearly love to see you all especially that "pretty little thing" Lesly Walker and the goregous M. Ravenflame.

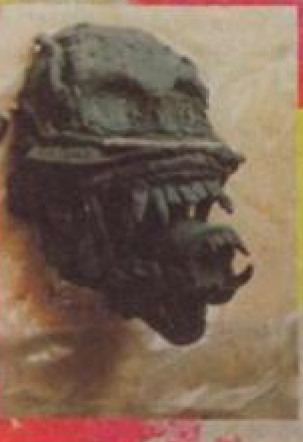
The demise of X was tough on all us Bug Hunters, Kid. He was a strong silent type like me. But there's no hope for the old boy — even IDEAS robo-surgeons couldn't save him. And anyway the cruel and heartless Jerry refuses to draw him any more. His head now rests on Jackson T. Kalliber's bedside table where he uses it as a reading lamp. And yes the C+VG crew are all too real as can be seen in the photo at the front of this issue. I'd arrest them if I had my way. . .

● I am a great fan of your game Bat Man. I'm eight years old and because I have Leukeamia, I sometimes have to stay at home if there is sickness at school. When I have done all of my homework I like to play on my computer or my dads PCW which has Bat Man. I've spent a long time playing the game and as of now I have not finished it and I always get stuck on levels 6, 7, 8. Please could you help me get the batmobile part and return to the other levels, also if there are any other clues that could help me I would be very pleased.
Oliver Reynolds
Muswell Hill
London

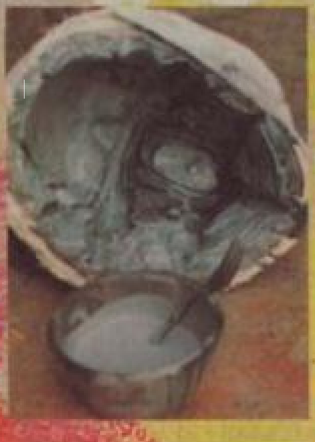
Come on you 'orrible tipsters! Get your digits out and help Oliver solve his Bat problems! He's used C+VG's Bat Map to the full but he still needs a helping hand. My old friend Batman is out of Gotham City on holiday in Transylvania right now so he can't help. But YOU can. Or I'll want to know why. Got it?!

MAKE YOUR OWN ALIEN

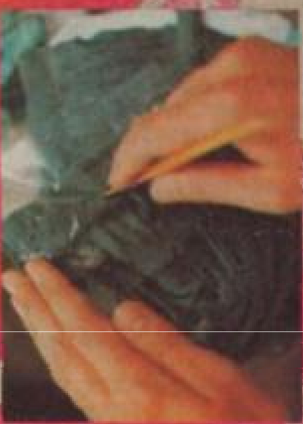
Yes, you too can make your own cuddly Alien creature! Be the envy of all your friends! Scare your family out of their socks! Thanks to model maker Gary Ward we can present C+VG's very own monster construction kit. And there's not a squeezy bottle or bit of sticky back plastic in sight. Now, over to Uncle Gary . . .



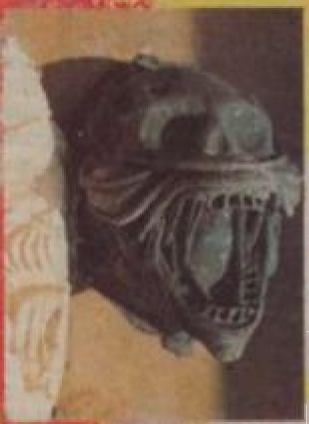
◀ 1. First get your plastic cine or modelling clay and rough out the overall proportions. Luckily, I have one already prepared here.



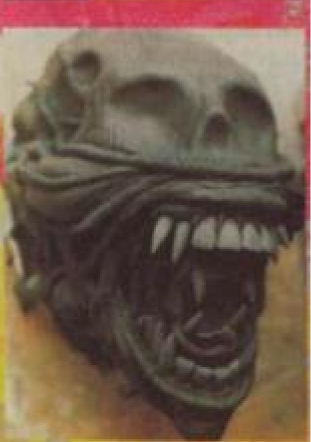
5. Casting the mask in latex is the easy part. Poster paint is mixed in to get the basic desired colour, usually a flesh tone, but in this case it's blue-grey. The latex is poured in to the mould, coating the inner surface and any excess tipped back into a bowl. Six coats are enough to make quite a thick mask. ▶



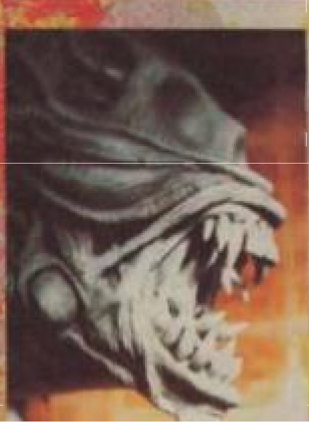
◀ 2. Each section is then sculpted in detail, finishing one side of the head first and then working on the other. Plastic wrapping (cling film) is as a barrier between the plasticine and a sculpting tool to give any texture in the "skin", a rounded more natural appearance. In this case the exposed tendons either side of the jaws.



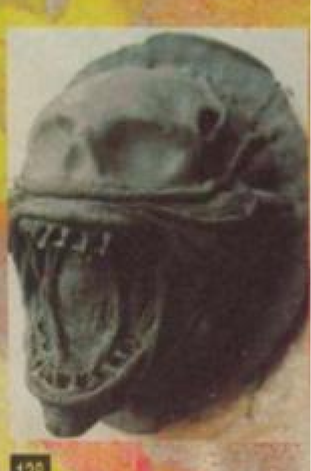
6. The mask pulled from its mould. Talc has been sprinkled over its inner surface to stop it sticking together. Next it's cleaned with a detergent and any rough edges tidied up with scissors. ▶



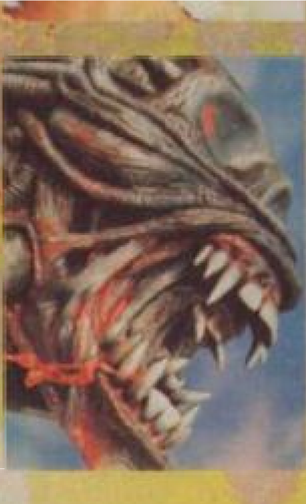
◀ 3. The finished sculpture. Teeth made from an acrylic modelling material have been inserted into the gums and 'ribbed' tubing — an Alien *trademark* — taken from castings of real tubing, have been blended in with the plasticene to given the creature it's "bio-mechanoid" appearance. The large windpipe on the throat was cast from a gas-metre connecting pipe!



7. The finished mask. Acrylic paint is air-brushed onto the mask to add colour and depth. The Alien is mostly black, but to make it a little more interesting I used a variety of grey tones around the jaws and neck. Some hand painting is employed to finish off the colouring. Here it was only used to give a mottled effect to the cheeks. The teeth are refitted in their sockets and glued. ▶



◀ 4. Another C+VG exclusive! The Alien without its dentures! Now ready for making into a mould, the teeth and inner jaws are removed and a "collar" of plasticine added. The collar serves two purposes. It prevents plaster from getting under the sculpture and making it impossible to free from the mould and it allows you to judge the thickness of the mould as it builds up. Stone-casting material is brushed on, carefully to avoid air bubbles.

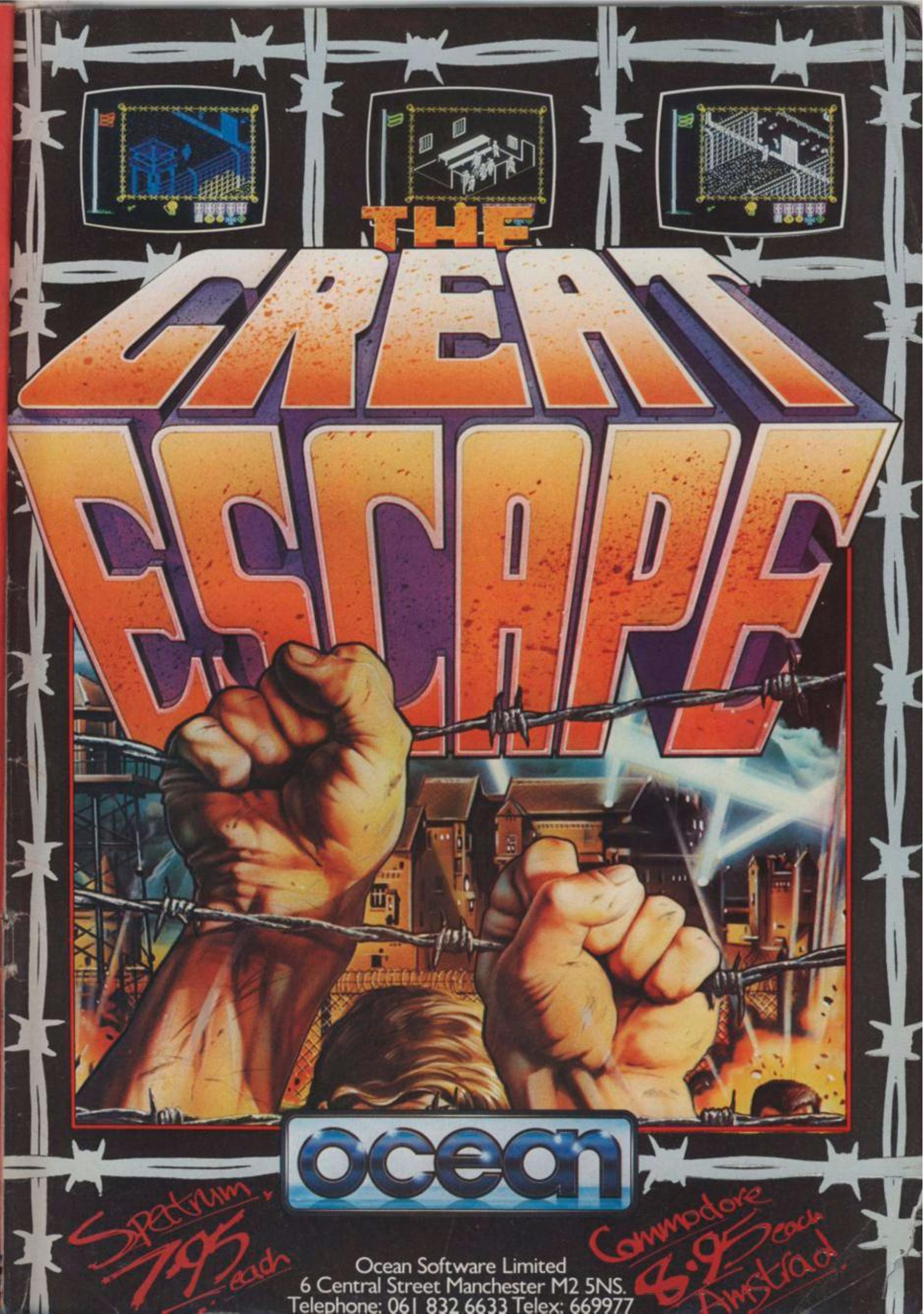


8. The final picture. I made an alien "hand" following the same proceedure and a background before borrowing Jim Douglas's hair-gel to give it that wet-look . . . Easy 'aint it! Now why not go off and make your own?! ▶

THIS MAGAZINE WANTS YOU!

Trouble with Next Month pages is that there's never enough space. Still, here come the details of the next truly amazing and action packed issue of C+VG! It's Christmas already at IDEAS Corp, so we're bringing a very special gift wrapped issue, kicking off with an exclusive on Labyrinth — the game of the film starring David Bowie and a heap of Jim Henson's mea-muppets! Our U.S. scoop artist Marshal M. Rosenthal has visited Lucasfilm's base in sunny California to bring you hot news about this hot game. More movie stars! This time of the feathered variety. Yes, Howard the Duck has actually agreed to be interviewed by a computer mag! Gasp as Howard reveals his innermost secrets! Marvel at the wierdness of Duckworld. Find out what Howard REALLY thinks about computers. You won't read this ANYWHERE else! Plus our Games Player's Guide to The Sacred Armour of Antiriads. Dan Malone the designer of this brilliant new game will tell YOU how to find the lost armour and defeat the alien invaders. In another unprecedented display of generousity the U.S. Gold Gauntlet programmers have agreed to give us hints and tips on the game that's going to be a sure fire number one smash this Christmas. You want more? OK, here it comes! Just because we're five years old and still first with the last word on games doesn't mean we're going to sit back and get stuffy. Next issue we'll be introducing some new C+VG features. Just to keep out readers in front of the trends there's going to be a special preview section. Then there's our new monthly Programmer Profiles — all you didn't want to know about your fave coders. Plus our new look reviews section — bigger, better and brighter. C+VG's Adventure section is the best read column on this area of computer gaming anywhere — and this issue our long serving Adventurer Keith Campbell brings you a sneak peek at the new Dick Francis murder mystery game. Plus a couple of Adventure competitions. Talking of competitions we've got our normal stack of goodies to give away in the many and varied challenges to your consciousness including a neat Duck Survival Kit! If you don't want to have a fowl festive season then don't miss December's C+VG. Watch for David Bowie and a couple of goblins on the cover!

FREE BUG HUNTERS STICKERS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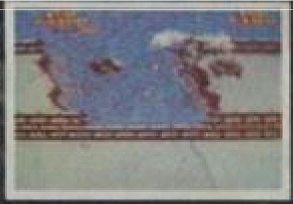

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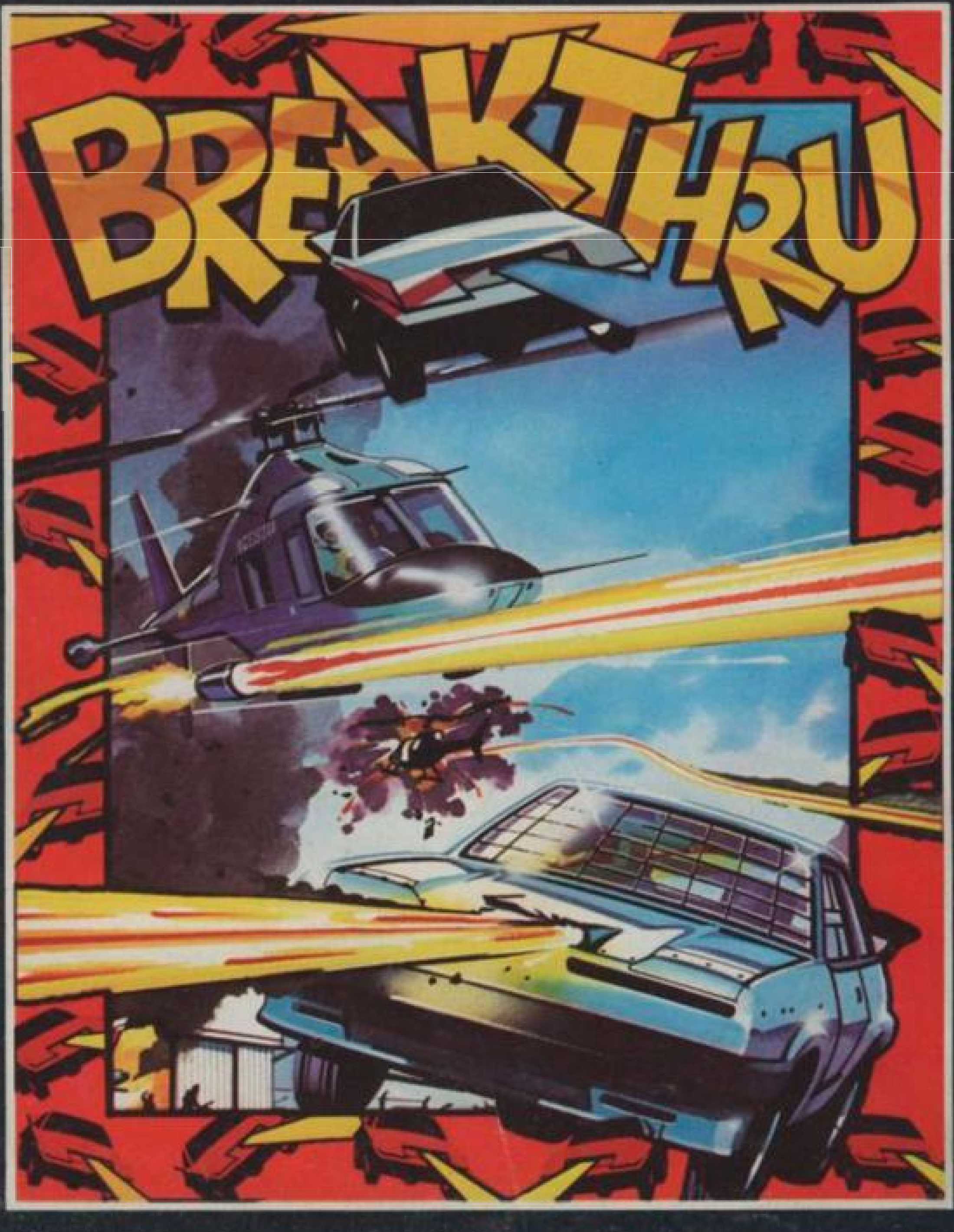

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Dare you to open the Trap Door in the dark, dank cellar at Castle C+VG? What lurks down in that black void? If you're brave enough to investigate you could end up with an armful of goodies.

Yes, thanks to Piranha we've got a cellar full of software (well, almost), records, and T-shirts to give away as prizes in our Trap Door Competition. As you know the game features the bumbling Berk's problems as the servant in the cellar of a castle where he must perform unsavoury chores to feed "him upstairs". This often leads to awful encounters with bizarre monsters and slippery slimies.

What we want you to do is draw or paint a monster which you think could be lurking beneath the Trap Door.

Send your entry to Trap Door Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is November 16. "Him upstairs" will make the final decision.

The five winners will get a copy of the game, a special 12 inch picture disk of the theme tune of the television series and a Trap Door T-shirt. The next 15 runners up will get the game.

JERRY
PARIS
©1986

I.D.E.A.S CENTRAL HANDBOOK

Dan Dare/ Door/ Jack The Nipper/Infiltrator/ Deactivators/ Redhawk/ Ghosts 'N' Goblins

COMPUTER +VIDEO GAMES

You asked for it – so here it is. Again! Yes, our first IDEAS CENTRAL HANDBOOK proved so successful with all you ace gamesters out there that we've decided to do it all over again with a whole bunch of new hit games. We asked the programmers and designers of current mind benders to leas a few secrets to the staff of IC But because YOU the loyal C+VG reader, are so hot when it comes to hints I've managed to persuade Jackson T. Kalliber and the rest of the IC team to allow some of C+VG's top tipsters to get in on the act. And in the IDEAS CENTRAL HANDBOOK 2 they get to rub shoulders with people like the Gang of Five from Virgin, who brought you the **Dan Dare** action adventure. People like Canadian programmer Chris Gray who reveals the secrets of **Infiltrator.** People like David Bishop who designed the mind-boggling **Deactivators.** Then there's players guides to **Ghosts N' Goblins** and **Jack the Nipper.** All this plus more! and a special IDEAS CENTRAL HANDBOOK competition into the bargain. Don't waste time reading any longer! Get stuck into the games that will be SO much easier to play now you've got your hands on this amazing free gift. Let us know what you think about it. I'll look forward to hearing from you at IDEAS CENTRAL Until then, keep zappin'.

Melissa R.

IDEAS CENTRAL HANDBOOK No.2

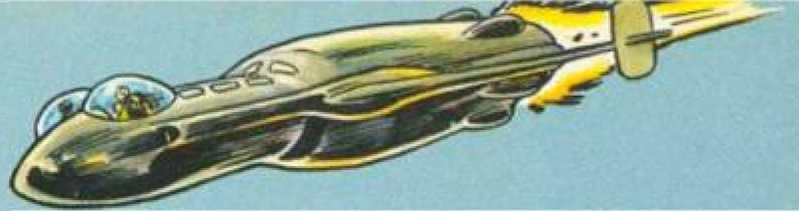
3 DAN DARE
7 JACK THE NIPPER
8 DEACTIVATORS
13 GHOSTS N' GOBLINS
17 TRAP DOOR
19 INFILTRATOR
22 REDHAWK

The IDEAS CENTRAL HANDBOOK No. 2, FREE with *Computer + Video Games* magazine, November 1986.

Edited by: Melissa Ravenflame
Designed by: Big Red, Otiss, B-Con, Grill, Laww.
Researched by: IDEAS CENTRAL
A Jackson T. Kalliber Production

Thanks to: Ian Stewart, David Bishop, The Gang of Five, Chris Gray, Kenneth Henry, Andrew Williams, Richard Tidsall, Gremlin Graphics, Ariolasoft, Elite, U.S. Gold, Virgin.

DAN DARE



Cripes! These little green characters are a bit nasty. But luckily The Gang of Five have come to the rescue with a no holds barred guide to saving the universe. Yes, you too can help Dan Dare stop the Mekon's evil plans thanks to Dave Chapman, Martin Wheeler, Steve Webb, Ian Mathias and Andy Wilson. Now get ready to gang up on those Treens!

All three versions of the game are unique. The Spectrum version is based on extremely fast and smooth shoot-em-up action. The Amstrad version is similar but the Commodore version is an arcade adventure and it features logical puzzles and hand to hand combat, rather than blasting. It took programmer Andy Wilson TWO years to complete!

We've got hints on all three versions sepcially for this IC special The scenario for all three versions is basically the same. The Mekon has sent a hollowed out asteriod on collision course with Earth. Dan leaps into his trusty spaceship, the Anastasia and heads for the rogue asteroid where he has to discover the destruction mechanism the Mekon has installed, set it in motion and destroy the asteroid before it collides with Earth. There's a side plot too. Dan has to save his loyal friend Digby and, in the 64 version, the lovely Prof Peabody.

DAN DARE
PILOT OF THE FUTURE

SPECTRUM
THE GAME

Dan Dare must find five "keys" to operate the self destruct mechanism of a complex within a hollowed out asteroid. This asteroid is on a collision course with earth, so Dan only has a limited time to find the keys, set the mechanism, and – hopefully – escape.

These are a type of lift, found dotted around the computer and each has an arrow, or arrows, that show which direction they will take the 'passenger'. Be careful though, as some will only work in one direction. When in the Gravshaft, Dan (and the Treens) are given some protection against laser shots etc.

THE TREENS

All of the Treens in the complex will shoot at Dan on first sight, so he must be ready to duck! He can fire back, but his laser gun is none too accurate. Contact with a Treen will cause Dan to lose some of his energy, or stamina, and once it drops below a certain point, Dan will fall unconscious and be taken to prison by the first Treen that finds him.

In later stages, the Treens will knock him out and take hime to prison anyway! Luckily, Dan usually recovers within 10 minutes, and is fighting fit again. And, due to damage sustained during the journey through space, the mechanism that operates the prison door is broken, so Dan can easily escape.

Treens travel between screens by means of short secret passages which Dan has no access to. By careful shooting however, Dan can "clear" areas of Treens... but beware, there may be one hiding in one of the passages, ready to jump out at any moment. Oh, and at any time, reinforcements could arrive.

WALL MOUNTED GUNS

These are attached to the walls, and fire downwards at Dan. He can destroy them from the ground, but in some places, he can climb to a higher position, and shoot the guns from the side, destroying them completely. Other types of Wall Mounted Guns can be found on later levels, these fire horizontally, but are easier to destroy.

FLOOR MOUNTED GUNS

These lie on the floor and shoot horizontally. They are too low down for Dan to shoot back, but by careful manoeuvring he can jump on them, and squash them flat!

OBJECTS

There are quite a few objects lying around the complex, which Dan can pick up and use. First, the laser packs which re-charge his laser gun, but, if the laser gun is more than 50% charged already, there is little point in taking another charge. Then, there are energy packs that will give Dan lots of stamina to keep him in tip-top condition during his adventure.

And, there are five 'keys' that Dan must collect in order to set the self-destruct mechanism of the complex, each one needs to be inserted into a socket in the sub control room. This room can be found relatively near the place where Dan enters the complex, and will show five empty sockets to start with.

There are five sections in the complex, and one self-destruct key will be found in each section. Returning each to it's socket in the sub control room will open up the next section, where Dan can find the next one.

COMMODORE

THE GAME

To complete the game properly it is necessary to rescue both Digby and Prof Peabody, and destroy the Mekon. It is possible to complete the game without rescuing your chums, but Dan will not be allowed to leave the surfaced of the Asteroid. Dan can engage the treens in fistcuffs, or throw stun grenades at them. Dan needs a certain number of grenades to defeat the Mekon at the end of the game. Fighting the Treens is by far the best way of getting past them. Different Treens have different energy levels and the best policy is to dodge them if possible (usually it's not). The best way to learn you way round the map is to sketch down the locations on a sheet of paper. There are only 64 screens, although it seems like a lot more. To gain 100% while playing you will need to visit every location, dispose of every treen, and complete all the puzzles correctly. Energy is lost, when fighting with treens or incorrectly attempting to complete a puzzle.

CHAPTER 1: UNDER THE SURFACE

There are three random start positions, all are interlinked. For this section of the game special objects are required. Map the area and explore, everything you find is useful. If you try to use an object in the wrong place it will not be lost except in two cases, however often it will result in you doing something wrong and you will lose energy. The puzzles are logical, so the nature of the objects or the materials they are made from should be a help (e.g. wood doesn't conduct electricity). The only irreversible ones are the branch and the vine. Make sure you cut the left hand vine and tie it to the right hand one and not vice versa. Some puzzles may need an object to get a further object. One of them even requires you to undress a Treen. Seriously they key to the Complex is to look as much like a Treen as possible Gettit?!

CHAPTER 2: THE COMPLEX

Beat up Treens to get their passes! While dressed as a treen you will not be attacked, the guards do not realise anything is wrong. You need to pass through the guard room. If you attempt this without the Treens' uniform on you will be overwhelmed immediately. A map is essential as this section is difficult an you will probably find yourself wandering round in circles. In this section you will need to find and rescue Digby and Peabody. They are located right down at the bottom of the complex. You will need the torch again for some rooms.

Some of the doors are closed in this section. You can open them by inserting a pass card (one card per door). If you don't have a pass card but do have the crowbar, you will be able to open one door using the crowbar instead of a pass.

A number of the Treens carry passes, and you will be able to obtain them by beating them up! The distribution or passes is random, so it is impossible to work out which Treens have passes. The best thing to do is wander around this section opening all the doors. You may wander into the Laser section. You can go ahead and complete the part of the game, but don't forget your chums.

CHAPTER 3: THE GIANT LASER

You may wander into this section by accident. You start off next to a Giant Laser, so there is no mistaking it. Don't fire the laser immediately as you will be VERY lucky if you manage to direct the beam at the first security computer. The object of this section is to fire the laser at three numbered computers situated some screens away. Go off and find computer 1, when you have found it, walk back rotating the reflectors as you go.

You need to direct the beam of the laser through these reflectors and destroy the computer. If you position any reflectors wrongly the beam will smash into a wall, or even destroy a vital deflector. One mistake and you could blow your chance of meeting the Mekon.

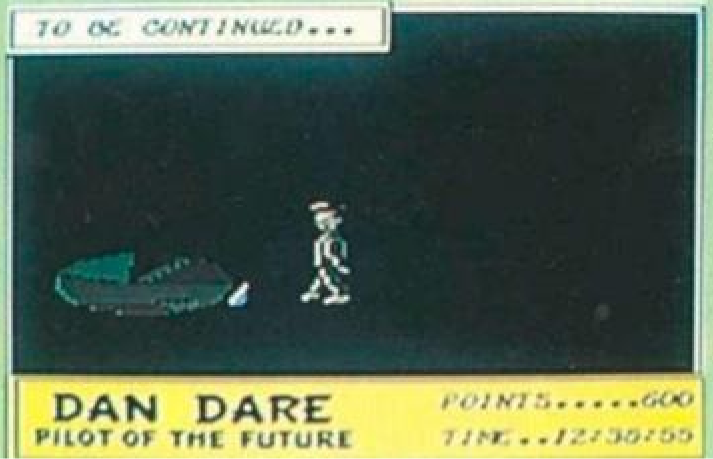
There are generally at least two possible paths for the laser to travel, so you will be allowed the odd mistake, but it is possible to end your chances here. You will need to destroy the Security computers in order. They are numbered!

You will almost certainly mis-direct the beam to start with. Once you understand the theory you can start to get clever and build two laser paths simultaneously. One on the top platform and one on the bottom. Computers are very close to each other. At the turn of one reflector you can then direct the beam down your second path after destroying computer one.

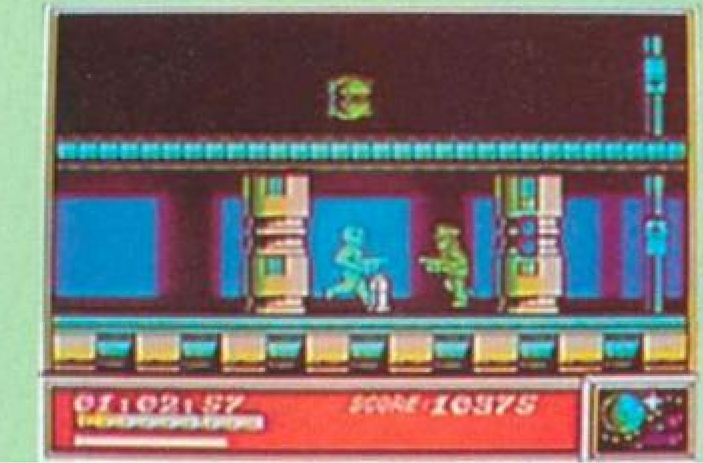
Once you have turned off the reflectors to the (you hope) correct position you can fire the Giant Laser. The beam will travel through the screens bouncing off the reflectors and hopefully destroying a computer at the end of its path. This iw worth seeing as it is another feature that makes Dan Dare special. Unfortunately time is short and you aren't rewarded for the most elaborate route through the screens. It is fun to loop the beam round the screens in complex route to your goal.

CHAPTER 4: THE MEKONS LAIR.

Once you have destroyed the third security computer a door will open beneath it. This door leads to the Mekons Dome. Go there quickly! Your energy will be low and time will be very short. The Mekon sits in his dome and hurls electrical bolts at you. You need to get close and you need grenades (at least 8). Dodge in and out of the flak. A direct hit on the Dome will result in a "BOOM". The dome will slowly crumble. Careful, getting hit by the Mekon's flak depletes your energy, and Dan Dare will not get so close and except defeat easily. You will be able to practise this section by saving time by not completing Chapter 1 and not bothering to rescue your chums. You will have to work out the minimum you have to achieve to be able to reach the Mekon.



COMMODORE



SPECTRUM

CHAPTER 5: THE ESCAPE.

Once the Mekon has been dealt with, the self destruct system is automatically primed, and alarms will sound. You have suceeded is saving the Earth. You now have to save your own skin and return to the start screen. Hopefully you will have already rescued your friends. If you haven't you have two minutes to do so, and escape. There is a short cut, you may have already found it. Finding the short cut buys you the time to make mistakes, you fail to locate it you will have to go back the way you came, and that means absolutely no errors.

AMSTRAD THE GAME

Make a map! You can build a map up over a series of games and then use it as a reference to finding your way back to Digby. The best way to complete the game is to go slowly, (not too slowly) enter each room and make sure that you destroy any gun posts and treens. It is frustrating to find that you get captured by a treen that you previously hadn't noticed. When you enter each room, run for the nearest open area.

Treens are often hidden behind girders and lift devices, they wait to ambush Dan, and are very often succeseful in doing so. If you run for an open space you give yourself more time to avoid being ambushed. Gun posts are soft – meaning you can pass through them – while active, but once destroyed they turn hard and can block your path. You have to be very careful when destroying the gunposts that are situated over chasms. You can find that you won't be able to jump the chasm without hitting your head on the detroyed gun position.

CAPTURE

Dan usually spends most of his time in jail to start with. Being captured often means that you lose time finding your way back to where you were in the game. There is one advantage with going to jail. The jail is located in section one, and is quite close to where Digby lies. So sometimes you can use the jail as a short cut back across the map after collecting a bridging section. You will in effect lose a life as well, so you only really want to do this when you have plenty to spare.

BRIDGE BUILDING

You will need to find four bridging pieces to build a bridge over to Digby. A new section of the map will open up everytime you deliver one back safely. You will have to find out where the newly opened section is.

Section one is really easy, and you should find no problems with it. Section two has to be tackled from the top.

Section two can cause problems if you select the lower door, and if you accidently go down the wrong lift you will find yourself having to go round in a large circle. A map is really useful for this section, as you could get hopelessly lost.

Section three is a puzzle in itself. It is a labyrinth of lifts with only one correct way down. It is possible to spend hours in this section and never getting to the bottom of it. On entering section three you are confronted with 13 lifts, all going down, and all carefully interwoven.

It would be a shame to spoil the puzzle by revealing which lift to go down, but try counting from the left and going down the one that corresponds to your lucky number. If this doesn't work then your lucky number is wrong, and you should change it!

Section four and section five open up simultaneously, but you will need to do the higher up section first. If you come up against a giant red metallic door then you are in the wrong section.

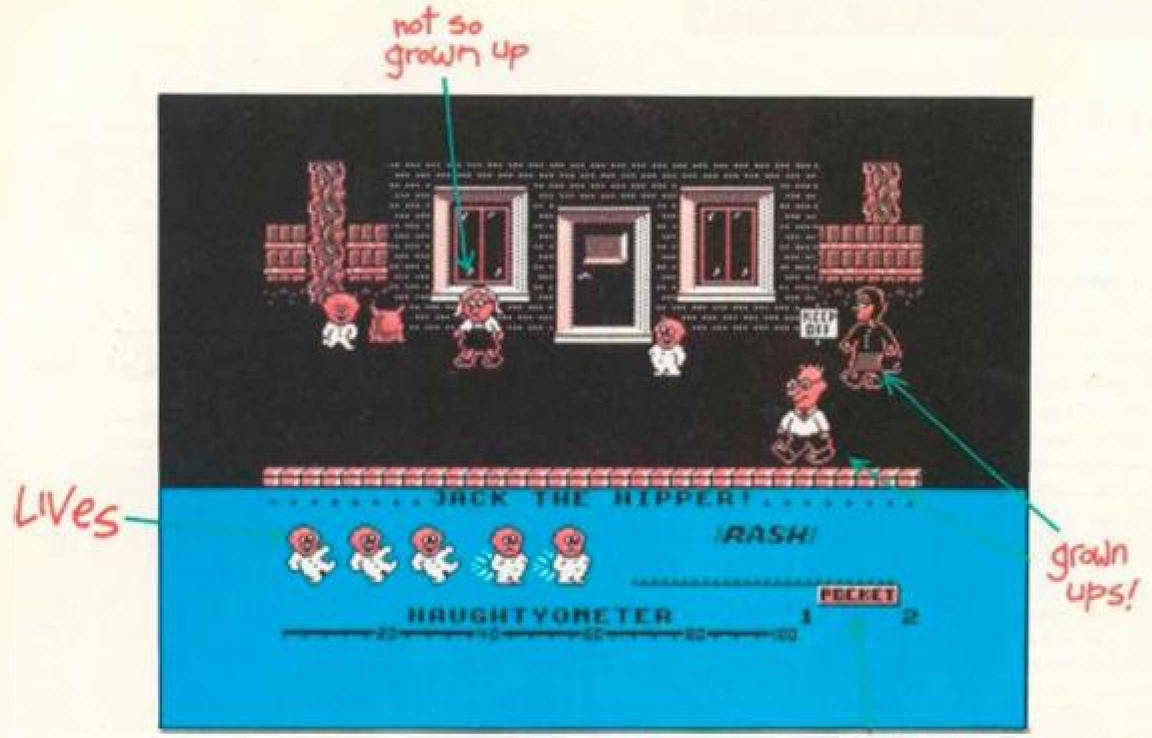
Beware of treens hiding in the shadows in this section, they can be really nasty. Also be very careful about blasting away at the guns as some of them will hamper your path if you are not careful. You will find the last bridging piece in this section.

You can now rescue Digby and get off the asteroid. After freeing your pal you will have around two minutes to escape in the rocket, the asteroid explodes after this.

There is a hidden section that you may stumble across, it's somewhere between getting captured and ending up in jail...

DAN DARE
PILOT OF THE FUTURE
STAMINA
SCORE 255

AMSTRAD



AMSTRAD

JACK THE NIPPER

Huh! So you need some help with my game, eh? Wimps! still nobody can be as truly terrible as me with out a bit of help I suppose. Except maybe for C+VG reader Andrew Williams who created this players guide especially for all my many fans. Use it carefully and the Naughtyometer will go off the scale! I'm off to create some more mayhem. See ya later wimps!

HOW TO BE TRULY TERRIBLE!

- Take the weedkiller (E7) to the garden (F3) shooting all the plants (F2) on the way. Drop th weedkiller in the garden to wipe out all the nice flowers. That's David Bellamy off your list of admirers just for a start!
- Go back to the graveyard (F2) and shoot the ghost standing by the grave to reveal the fertiliser. Pick it up and return to the garden. Drop the fertiliser on the path and leave the screen as the gardener chases you. Behind you weeds should be growing. Hee Heee!
- Go to F1 and collect the key. Go into the museum (B3) and drop the key in C2. Go through the passage. Beware when dropping down out of the arcade screen (see map) as a venus fly trap quickly drains your energy! You should now be in E13. go into F13 and through the door into F12. Shoot the ghost that follows you. Go into F11 again shooting the ghost chasing you. Collect the bomb and go back to F13. Drop your peashooter. Be careful not to break it! Collect the horn from the shelf and go through the locked door. You arrive at F4. Go to F7 and up the alley to B10. Go to the police station (B8) and into the cell (C9). Drop the bomb and the cells will open allowing the prisoners to escape. Now you've upset the police very nicely!
- With the horn go to C8 and press left and fire (as if you had your pea-shooter). The cat will jump and cling to the ceiling. Repeat this mischief at the playschool (H8) and inside the house (G1). One to upset aimal lovers eh?
- Go to the China Shoppe (C7) and enter. Get the two plates form the high shelf and throw them to the floor. Repeat this at the Toy Shop (C6) with the two teddy bears from the high shelves at either side and at the house (G3) with the plates from the shelf. Have a smashing time won't you!
- Go to the launderette (C9). Go inside and take the glue. Go to Gummo's Chomping Molars (D4) and enter. Jump at the machine – this will glue the teeth together. Mmmmmmmphhhh! Leave the glue in the room by the machine. Get stuck in Jack!
- Go to the Bank (F9) with the key. Go through the passage after dropping the key on the floor. Complete the arcade room and collect the Power Box before leaving. Repeat this process – after depositing the powder somewhere safe – and take the credit card from the wardrobe. go outside the bank and jump at the cash dispenser. Drop the card next to the money machine – which should have broken! So – you're the one that mucks up the machines are you?!
- Go to the police station (B8) enter and take the weight. Go to Hummo's Socks (E3) and enter. Jump at the machine and it will stop. Drop weight in the room.
- Get the battery from the police station (C8). Go to Just Micro (B5) and enter with the battery. Run to the square under the table. The computers will overload. Drop the battery and run!
- Get the washing powder (H9). Take it to the launderette enter and jump at the washing machines until bubbles pour from all three. Drop the powder and leave. Hubble, bubble toil and more trouble!
- Get the key and go to the bank (F9). Enter and the radiator will move. But only if you have the key. Get the disc and take it to Technology Research (D6). Enter and jump at the computer at the right of the room. It should stop.

Get the clay from H8 and return to the playschool. Enter G8 and drop the clay. A monster should appear. Tell them about the hunney, mummy! Get the potty from H8 and go to the China Shoppe (C7). The potty isn't empty so drop it to make the shop keeper VERY angry! Drop everything else to complete the game.

GENERAL TIPS

- Once you have used an object destroy it. This will increase your Naughtyometer rating!
- If you are feeling extra bad shoot the flowers and knock objects off the chest of drawers etc. for extra points.
- Don't shoot people unless it's really necessary.

STARTING LOCATIONS OF OBJECTS

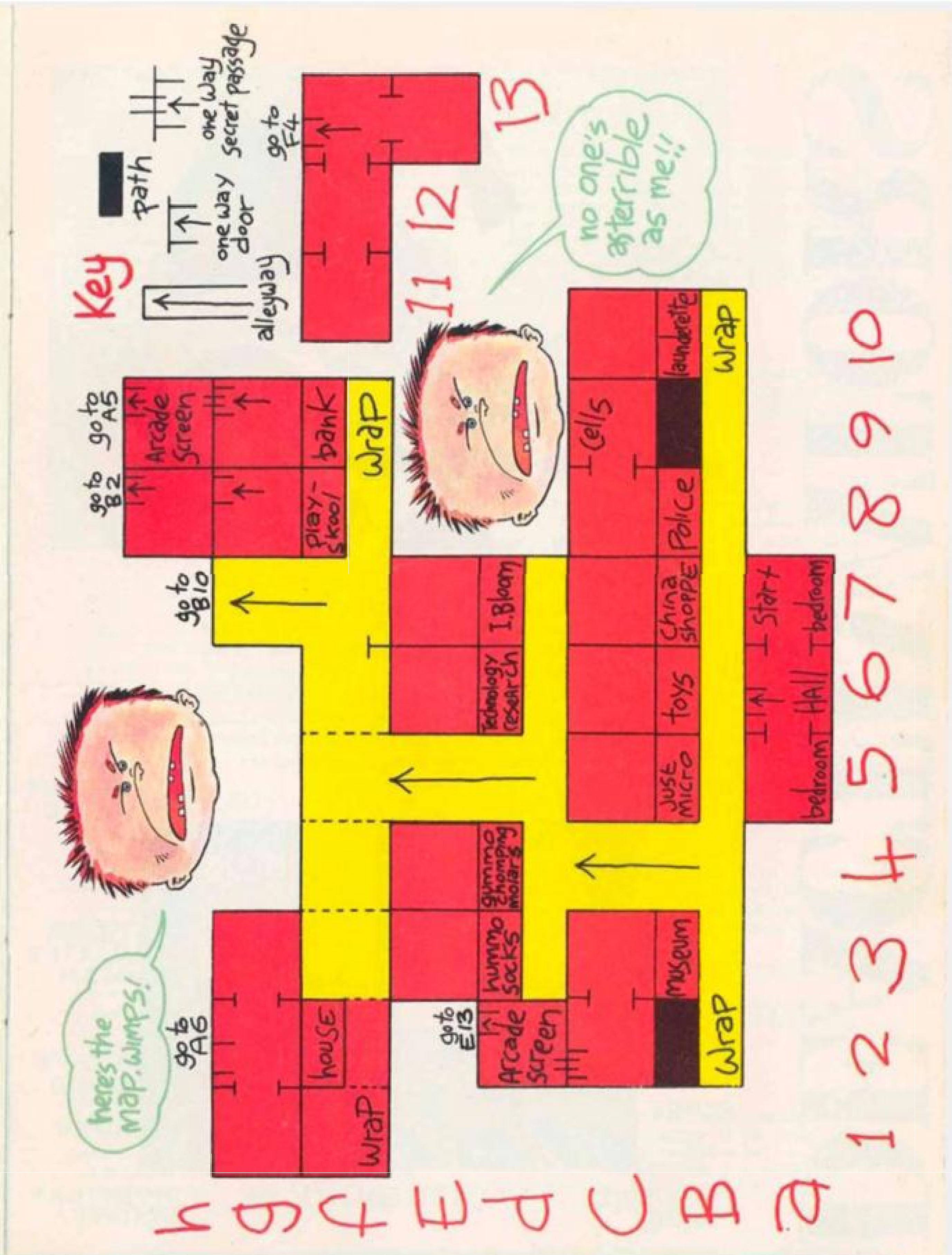
Map reference	Object
C2	Bust
F2	Key
F4	Fertiliser
H8	Potty and clay
G9	Floppy disk
E7	Weedkiller
C8	Battery
C9	Weight
C10	Glue
A5	Credit Card
A7	Pea Shooter
F13	Horn
F11	Bomb
C6	Two Teddy Bears
G3/C7	Plates
G1/H8/C8	Cats
C3	Dummy

- It's a good idea to move the weight from C9 to C8. Don't forget to shoot the ghost by the grave to reveal the fertiliser. Energy drains fast when you try to collect the bomb. You need the key to get the radiator to move in the bank so you can get the disk.

NIPPER'S CHECKLIST

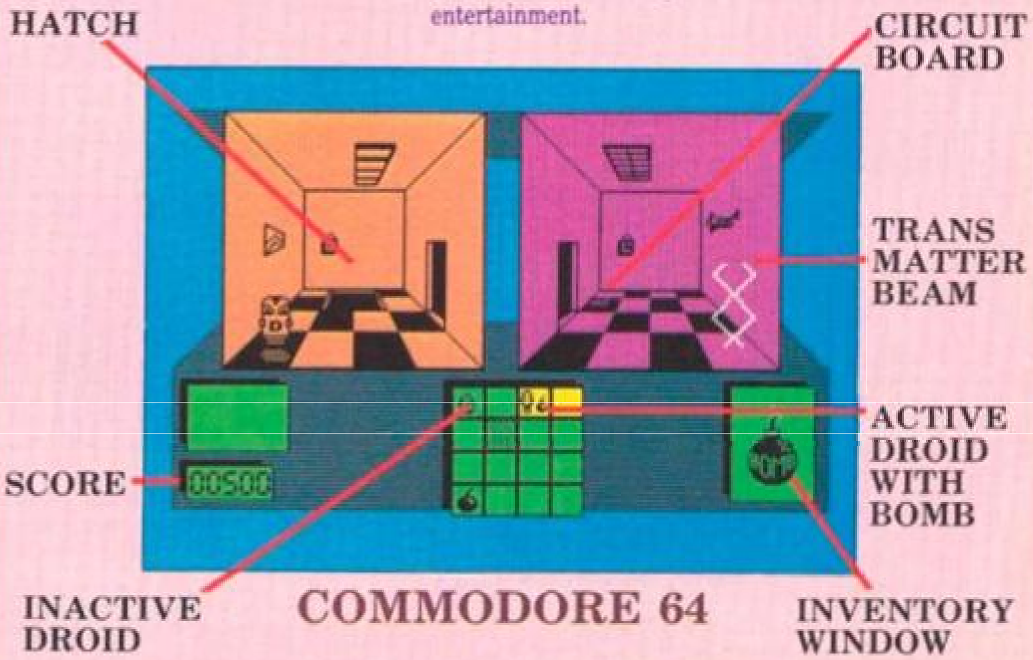
Here's a quick at a glance guide to object and the locations which they can be used to create havoc in.

Location	Objects
Launderette	Washing powder
Sock Factory	Weight
Computer Factory	Disk
Teeth Factory	Glue
Living Room	Horn
Police Station	Horn
Playschool	Horn/Clay
Garden	Weedkiller/Fertiliser
Cashpoint	Credit Card
Computer Shop	Battery
Jail	Bomb
China Shop	Potty



DEACTIVATORS

Prepare to have your mind warped and senses shaken. The Deactivators are the toughest bunch of droids this side of the Bug Hunters. Their mission is the difficult bit. They have to clear terrorist bombs from a top security research establishment before time runs out. It's a matter of timing, teamwork and a whole lot of lateral thinking. IDEAS CENTRAL called on the Deactivator's designer David Bishop to leak a few secrets about his baffling new entertainment.



COMMODORE 64

The map shows the interior of building two, the second level of the game. It features many of the hazards you'll encounter later in the game. Hazards like bombs, unlit rooms, guards, upside down rooms, hidden doors and windows. And if you think this is difficult wait until you see the later levels! We're not going to tell you the best routes to get the bombs out simply because there are so many different combinations that will work for you. Our survival guide simply sets out to provide the basis for your attempt at the seemingly impossible.

SCANNING

Before you start a level scan it thoroughly to check out the positions of your droids, guard droids, circuit boards doors and windows. Time is frozen so you are not under any pressure.

BOMBS

When attempting higher levels it's an idea just to sit and watch simply to learn the detonating sequence of the bombs in the building. It's crucial to know which bomb will go off when in order to build up a game winning strategy. Knowing when the bombs go off will help you develop the optimum routes for your droid squad. We've told you the sequence in building two – not that it's going to help you that much. We're not THAT kind at IC! You can throw bombs around from droid to droid. But remember they can only survive a certain number of impacts. This number alters from level to level. Dropping a bomb to perform another action counts as an impact. Told you this wasn't going to be easy! Exceed the limit and BOOM! No droid, no room!

DROID GUARDS

These used to be the good guys until the terrorists came along and played around with their programming. Now they want to vapourise anything that strays into their field of perception. Contact with them is deadly. Fortunately they can be zapped too by carefully following the Bishop Droid Destruction method. Each guard droid can be wiped by making it suffer two impacts within a certain time span. Making them follow your droid through a hatch is the best way to get rid of them. Find a route with two drops and you've got them cold. But remember to ensure that they are in the same room as you before you go for the hatch otherwise they may not follow you. And move out of the way FAST – you don't want a guard dropping on your head now do you? Don't rely on a impact killing them – sometimes they manage to survive your best shots at killing them. You can get caught in matter transporters and on poles if you're not careful to look before you move. If you see a guard watch it for a few seconds before making a move. The only good news about these mechanical menaces is that they only attack active droids. So at the start of a new building you can be prepared to move quickly if you find yourself in a room with a guard – using the scan method as described earlier.

GRAVITY

The different colours of the different rooms tell you the gravity which exists there. Learn them as they have a big effect on the trajectories of bombs/circuit boards as you throw them from room to room – which you'll need to do a fair bit. After a whole you'll work out the best positions for your droids in various gravities when chucking bits about. Use the squares on the floors as a guide to positioning.
*Except the Amstrad version where the gravity is indicated in the top left hand side of the screen.

FORCE FIELDS

Some hatches, poles and doors are protected by force fields (shimmering graphics). Don't try to ram your way through before finding the correct circuit board to switch them off. Unless you feel suicidal that is...

CIRCUIT BOARDS

Circuit boards control hidden doors and hatches, unlit rooms, force fields and poles. Your droids must return them to the computer room in each building to activate/deactivate various functions. In all the buildings you'll have to return the circuit boards before you can get rid of all the bombs. All circuit boards returned will increase your score but some are dummies that don't open doors or kill force fields. But you'd expect that in this game wouldn't you?!

BEAMS AND POLES

Some trans-matter beams won't work until a circuit board is returned to the computer room – so don't rely on them in a tight spot! Some poles have force fields in operation. These are deadly until the correct circuit board is returned to the computer room. When using either transport system beware of Guard Droids.

SOUNDS

Use your ears as well as your eyes. You can hear matter transporters operating one room away which means a Guard Droid could be beaming down to intercept you. Thuds mean the same if there's a hatch in the immediate vicinity.

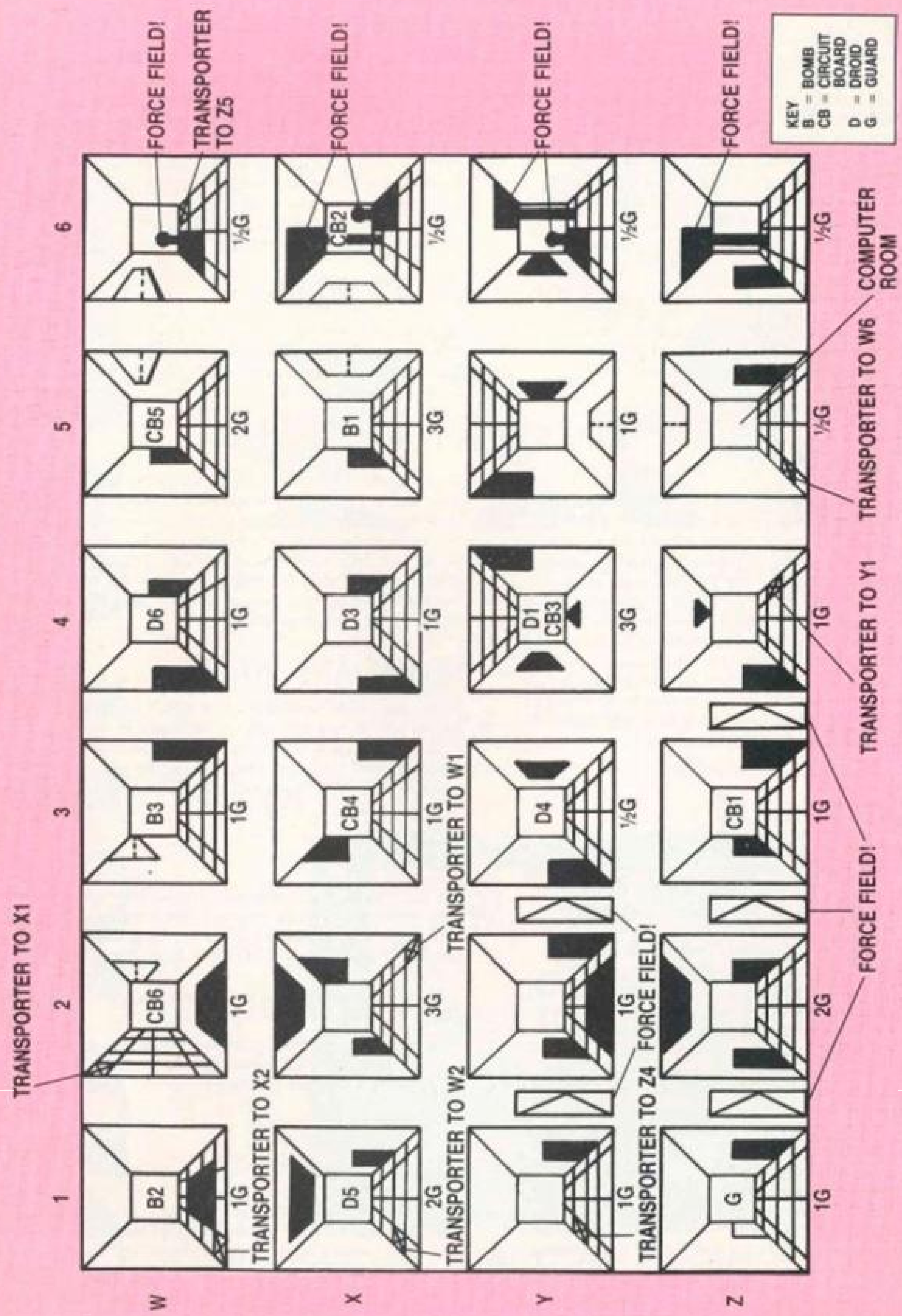
ALTERED PERCEPTIONS

Remember when you enter an upside down or sideways room that your joystick/keyboard controls could be completely reversed. Practice makes perfect here.

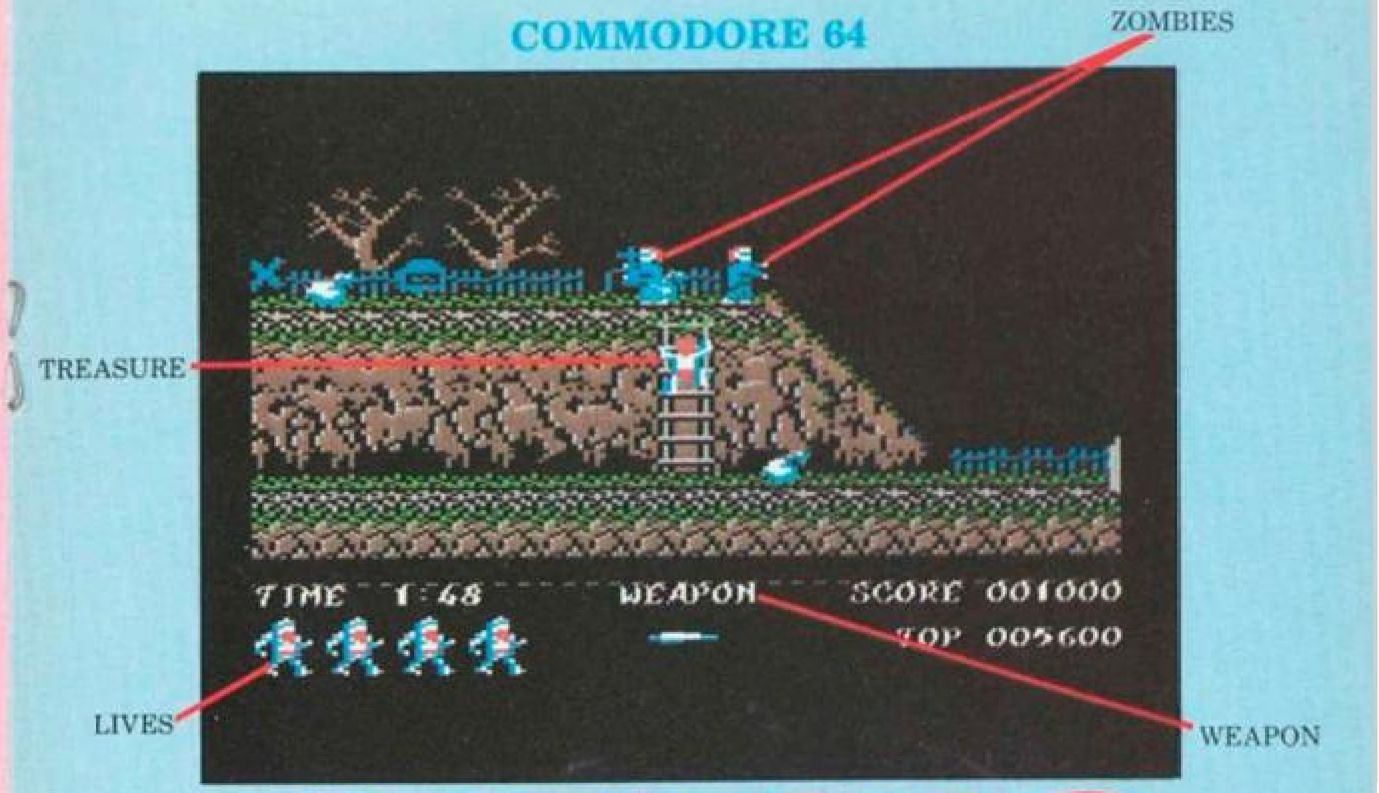
GENERAL TIPS

Extra droids earned after successfully completing a level can be placed within the building at will. Don't attempt to carry more than one thing at once! Make a map – noting the starting position of Guard Droids, Circuit Boards, Bombs, the destination points of matter transport beams and the computer rooms. Don't panic!

DEACTIVATORS


KEY
B = BOMB
CB = CIRCUIT BOARD
D = DROID
G = GUARD
1
2
3
4
5
6
W
X
Y
Z
B2
CB6
B3
D6
CB5
D5
CB4
D3
B1
CB2
D4
D1 CB3
CB1
G
1G
2G
3G
½G
FORCE FIELD!
TRANSPORTER TO Z5
TRANSPORTER TO X1
TRANSPORTER TO X2
TRANSPORTER TO W2
TRANSPORTER TO W1
TRANSPORTER TO Z4
TRANSPORTER TO Y1
TRANSPORTER TO W6
COMPUTER ROOM

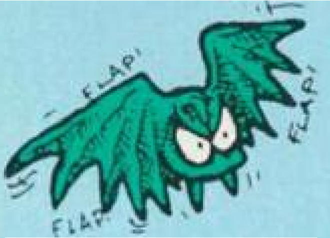
COMMODORE 64


ZOMBIES
TREASURE
LIVES
WEAPON
TIME 1:48
WEAPON
SCORE 001000
TOP 005600

GHOSTS N' GOBLINS

FLAP!
FLAP
FLAP!

FLAP!
FLAP!
FLAP


FLAP!
FLAP!
FLAP

FLAP!
FLAP
FLAP!

From goblins, ghosts, gouls and things that go bump in the night, may *Kenneth Henry* protect us! Well, he'll have a pretty good try at it anyway. C + VG tipster Kenneth has been battling all sorts of supernatural nasties to bring you this survival guide to *Gosts N' Goblins*, Elite's excellent arcade conversion. Ken played the 64 version – but his tips should work on all other editions. So grab your garlic and head for the graveyard!

LEVEL ONE/PART 1

Move quickly. Kill any zombies that rise up in front of you. Zap the bird before it takes off. Go up ladder and jump the bullet fired at you by the plant. When you land shoot the plant – but don't forget to dodge the last bullets it fires. Collect the coin and keep moving right. Shoot plant. Now you can either jump off the edge or climb down the ladder. But always look before you leap. You never know what might be waiting for you! Collect the treasure to the right of the ladder. Zap the second red bird waiting on the gravestone and kill your first Winged Demon (see general tips). Go to the riverbank and wait for the moving bridge. Jump on it and it will carry you across to the island.

LEVEL ONE/PART 2

Collect the treasure on the first island. Zap any ghosts you encounter and leap across to the second island. When you land shoot to kill the plants. Zap any arrow launchers in range, ducking and weaving at the same time! Kill the guard and run to collect the key. (See notes on Arrow Launchers and Level Guardians).

LEVEL TWO/PART 1

You start on the platform marked A. Jump to platform B and walk along to collect the coin. Stand next to the hole and jump up two platforms. Shoot the plant and jump. Walk along platform and jump. Collect the second coin. The edge of platform area is a safe spot – for a little while anyway! Jump to platform H. Kill anything that appears from the hole and then jump past, walk along and collect the third coin. Walk off the edge of this platform and drop to the platform O where the plant used to be. If you didn't kill it when I you to – you're very dead by now! Walk along platform O until you've got one foot over the edge. Now you should see the moving platform. Got it? Good. Jump on it and it will start falling. Walk as far as you can across the platform before jumping to the jetty and the houses.

LEVEL 2/PART 2

Walk past the shuttered house and you will come across another house with seventeen windows. Four of the windows have holes – and small green creatures fly out of them. They look a bit like pint-sized Bomb Jacks and are so small that if you don't get them before they start walking towards you you'll have to kneel down to shoot at them.

LEVEL 2/PART 3

Ladders N' Trolls! Kill any birds that appear as you jump from part two to part three. Avoid the chain-like missiles dropped from above. When you're clear climb up the next ladder and repeat the troll-zapping process. The third and fourth trolls are on the same platform. You should be able to deal with number three before his mate reaches you! Kill the bird and watch out for trolls five and six. They both fire horizontally at you. Climb down when the dangerous duo are far enough away and drop to your knees to kill them, down the ladder to the moving platforms.

/PART 4

When you move to the edge waiting for the first moving platform to get level with you and then jump to it. Jump again when the next two platforms are level with you. Jump off the third platform to the jetty and repeat the jumping process on the next three moving platforms. You can get the bird in the second window by jumping straight up and firing at it. Afterwards walk along the pier and pick up the spare set of armour, if you need it, and kill the Guardian.

/PART 1

The Cloudbridge. Jump onto cloud one and then onto cloud 2. You can then either jump to cloud three then cloud four – or simply jump direct to cloud four. You will then be able to jump to the junction. From the junction jump to cloud six and then cloud seven. This will take you to the second junction. Kill the winged demon and move on.

/PART 2

The Firebridge. You need to survive this section complete with your armour in order to be able to kill the Level Guardian at the end. There are seven fires on the bridge, all of which flare up and down as you attempt to cross. Wait until they are at their lowest before jumping the jets. Never try to walk across even when the fires are low. You will also be hassled by some nasties which you first met on the Ice Platforms of Level Two. When they appear kneel and shoot. If one comes at you jump over him.

Dealing with the level guardian.

If you have the armour and dagger: Once off the bridge walk towards the right hand edge of the screen and keep shooting. Stop at the edge of the black and grey door, still shooting. When the guardian jumps out at you shoot like crazy at him while walking towards him. When he jumps on top of you finish him off while you are flickering.

If you have the dagger but no armour: Jump off the bridge and walk until the screen stops scrolling. Keep shooting! Every time the guardian jumps, jump with him and keep shooting.

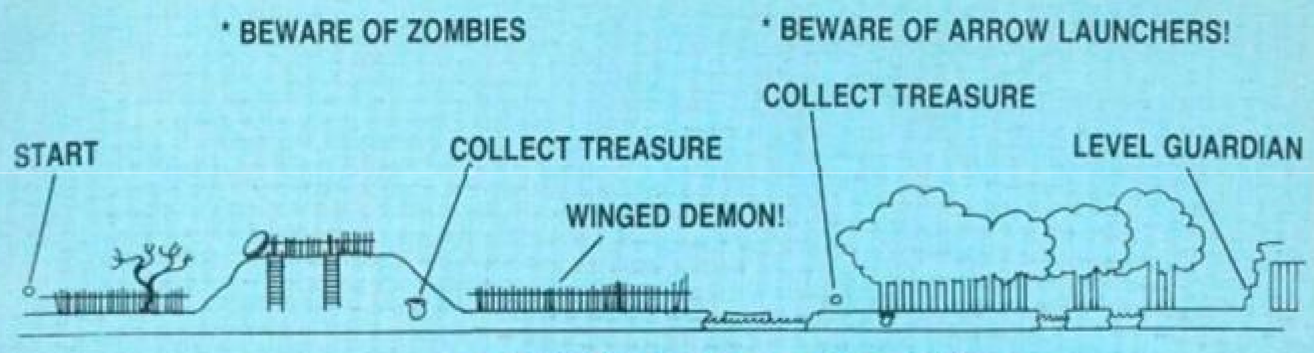
/PART 1

This looks like the middle of the graveyard from level one apart from the cavern roof and the firebats. And the nasty bullet firing turret at the end instead of a plant. Simply walk along the ground killing anything in your path.

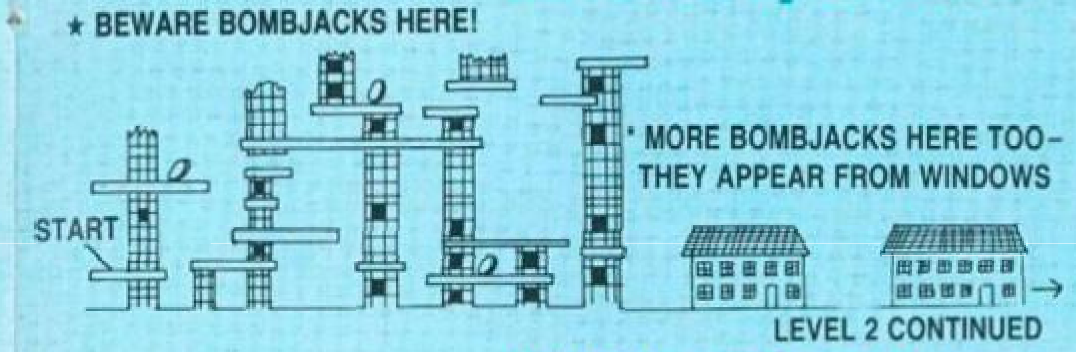
/PART 2

The stone staircase. Use the jumping method to kill the first winged demon (see general notes) and go up the stairs. You will see a turret. Go up the step and use the jumping method to kill the second winged demon. Go up ladders to kill the third demon.

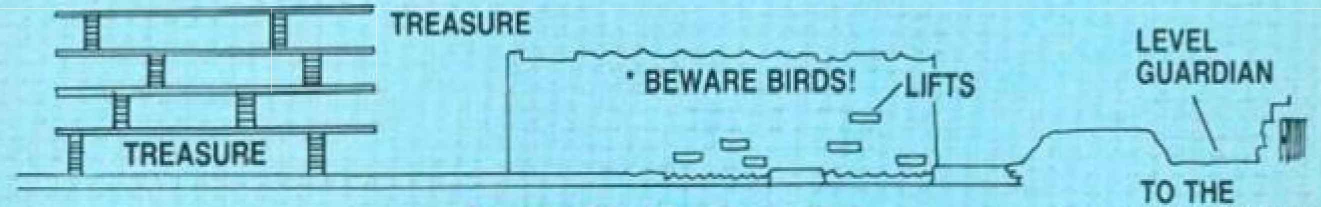
If you want a challenge try going down the staircase! Jump



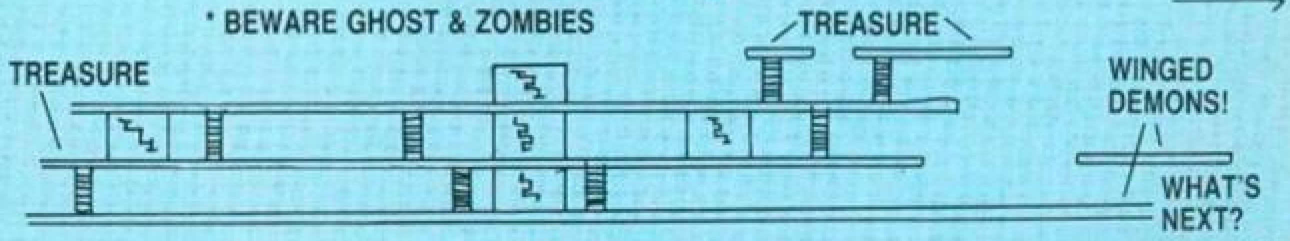
LEVEL 1: Spec/Ams/64



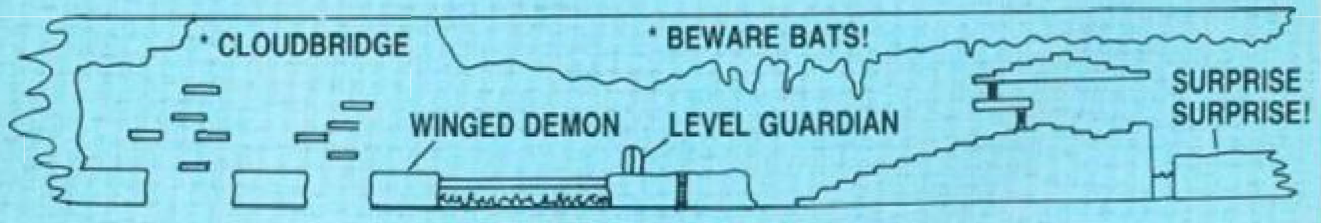
LEVEL 2: Spec/64/Ams



LEVEL 3: Spec/Ams



LEVEL 4: Spec/Ams



LEVEL 3/4: 64

up after killing the third demon and shoot the turret. Killing Arrow Launchers, go along platform. Avoiding another winged demon jump off the edge and land on platform. Right next to another Winged Demon! You should have enough time to kill it before it moves. Walk to the blue door. Now you face the final challenge. A giant dragon threatens you. You have to shoot it 10 times to get rid of it. And of course it's shooting at you. If you survive you get a congratulations message. Then it's back to the beginning...

KILLING WINGED DEMONS

Get in a shot as soon as one of these appear. You need to hit him twice before he screams and rushes you. If you haven't managed to hit him them jump over him once he comes at you. Or duck! Jump the bullet he fires at you and have another crack at him. When you reach level four you'll find yourself on a stone staircase, two steps below one of these demons. Here is the method you should use to deal with him. When he screams, jump up and shoot. Keep jumping upwards and make sure your shot hits him when he comes down. Deliver the final shot when he has flown over your head by jumping up and shooting him.

KILLING LEVEL GUARDIANS

As soon as they leap out, fire at them. When they jump a second time at you move into a corner and fire like crazy. If they are still alive after all this turn around on your knees and keep firing. When you have disposed of him collect the key. Level Three's guardian is really tough. He either robs you of your armour or kills you simply by touching you! You really need the armour or the dagger to kill him. (See notes on maps for details). Level Four's guardian is protected by arrow launchers – even when he is dead – so you'll have to dash in and pick up the keys quickly.

DESTROYING TURRETS

These appear in Level Four. They have a wierd looking head which appears and shoots purple bullets at you. You needn't bother about the first turret which appears in the second graveyard (see map) but the turret on the stone staircase protects a spare suit of armour which is useful if you've lost yours to the Guardian in Level Three. The turret appears after the first Winged Demon on the staircase – and you know how to deal with him now. Don't you? Destroying the turret is simple. Wait until the bullets have flown over your head then jump up and fire, jump and fire again quickly and you will land before a bullet hits you. Repeat this until the tower is destroyed. Don't pick up the spare armour if you've still got some. Another turret appears after the third winged demon on this leve. After killing the third demon walk to the end of the step so that the turret is in full view at the right hand edge of the screen. Duck the low bullets but just press fire to stand up again instead of jumping. Fire as many times as you can before you have to duck again.

KILLING TROLLS

These creatures appear in the third part of level Two. Zapping them is simple – but getting to them is more difficult! Avoid the bombs they drop. Wait and watch how far the troll walks before it heads back towards the ladder. Killing any birds that come at you, go up the ladder when the troll is furthest away – then turn and shoot at him. Kill the bird and go on up the next ladder. Repeat the process on the other trolls.

OTHER ENEMIES

Zombies: Appear in Level One and the start of Level Four. Can be killed with one shot. They rise up out of the ground and walk along.
Flying Knights: Appear in part two of the first level.
Arrow Launchers: Fire arrows horizontally and vertically. Appear with guardian at the end of Level One and part two of Level Four.
Birds: Take off and fly from right to left. Appear in the graveyard in Level One and part three of Level Two.
Bats: Appear on the roof at the start of Level Four and fly down at you in a zig-zag pattern.
Plants: They look like venus flytraps and fire bullets at you at any angle.
Ghosts: Treasure can be collected from basket carrying ghosts. Shoot them and the treasure – and somethimes weapons – will appear.

WEAPONS

1. **Lance** – flies slowly and straight ahead when fired.
2. **Torch** – Curves down towards the ground when fired.
3. **Dagger** – flies quickly straight ahead.
4. **Axe** – behaves in the same way as the torch.
5. **Shield** – when it hits it continues on destroying anything else it touches.

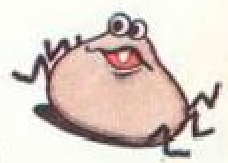
● Different weapons are carried in yellow baskets by Zombies, Flying Knights and Arrow Launchers. As the shield carries on, destroying anything in its path once thrown it is useless for the nasties that need multiple hits. But it can be fired through walls, and if you have the shield it takes just three shots to destroy a guardian, two to kill a troll, three to destroy a turret, and two to get rid of a winged demon.

LIVES

Since you only get three minutes per life you need to spread them out. If you manage to complete Level One and the first part of Level Two with your first life you'll start your second life – and all the others at the blue/grey jetty next to the shuttered house. Try to get to the end of each section with a life in hand so you don't continue to have to go back over old ground.

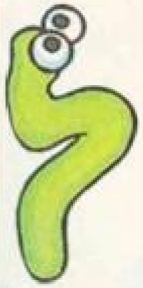
TRAP DOOR

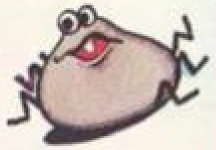
'Ello. I'm Berk. The underpaid and overworked servant of the Bad Tempered Thing. It's do this, do that, get me this, I want that all day long. And then there's Drutt ans Boni getting on at me too. It's a tough life down here in the basement under the castle. You'll probably find it difficult too. That's why I've decided to tell you a few secrets from the Trap Door. Follow these clues and you'll be well on your way to becoming a Super Berk, like me...

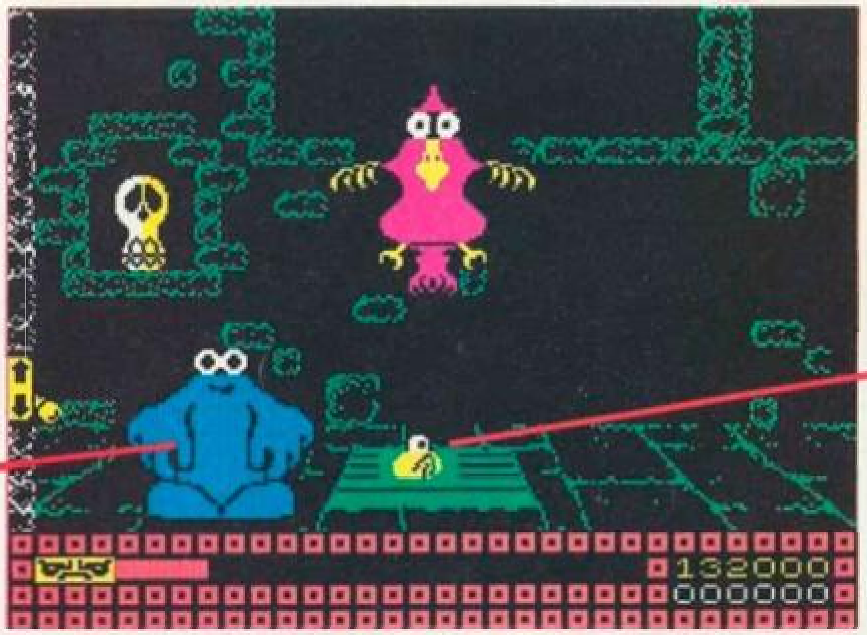


THE TRAP DOOR
CLASSIC

TRAPDOOR







SPECTRUM

Berk is the star of the new TV series and an amazing game by graphic ace Don Priestly. The game puts you in Berks shoes – if he wears them – as the hard working servant of Bad Tempered Thing. He has to complete a number of tasks before Thing will give him any cash. The snappy people of Piranha have agreed to allow Berk to tell us about a couple of his chores and help you help him get hold of that safeload of loot.

GENERAL TIPS

Below you'll find outlines of how to complete a couple of Berk's tasks. There will be complications however – mostly coming from under the Trap Door! If Berk can't complete a task because a vital element has been lost he can always clear up and prepare for another task or he can simply abandon everything by walking down the trap! Remember always to take Berk's advice.

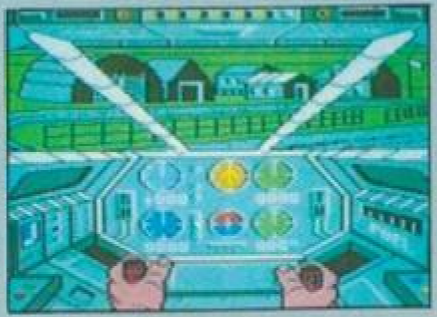
CAN OF WORMS!

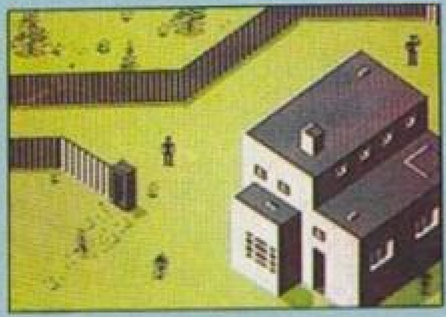
Collect the can. Place it at the front of the Trap Door screen. Open and shut the Trap quickly letting out the worms. It's a good idea to try and get Drutt to stand on to the Trap as you open it. This catapults Drutt into the air. He'll fall back into the open Trap. This gets him out of the way while Berk collects worms – and stops the little ****! eating them! Grab a worm and put it in the tin. Repeat three times. Take tin and put it in the dumb waiter. Send it up to Thing! Less than three will do if you're in a hurry – but your score suffers. Don't worry about Drutt. He'll be back as soon as you open the Trap again.

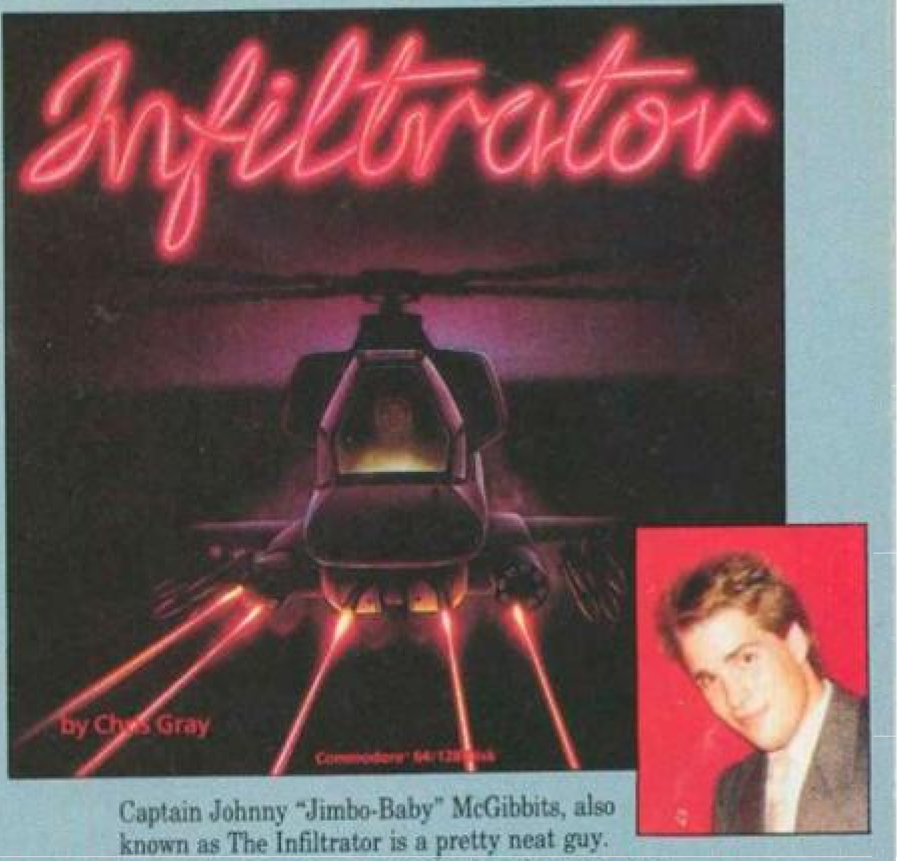
EYEBALL CRUSH

Take the basket. Find the seeds. Take them both to the courtyard. Tip out the Drop seeds one by one into the flowerpots. Take eyeball flowers and put them in the vat. Push vat to the right hand side of the Trap. Get the bottle and put it under the vat's tap. Now comes the dodgy part. Let out the Crusher!!!! This is a pretty amazing thingy – and you don't want it about at any other stage of the game. The Crusher will leap into the vat if you've got it positioned right, crush the eyeballs with its giant boots and make Things favourite drink. Then you have to get rid of the Crusher. It isn't easy...

INFILTRATOR







Captain Johnny "Jimbo-Baby" McGibbits, also known as The Infiltrator is a pretty neat guy. Helicopter pilot, ace spy, daredevil, and a mean man to deal with. He needs no man's help to beat the Mad Leader from destroying the world. But YOU might. Canadian Chris Gray, 18-year-old programmer of U.S. Gold smash game, Infiltrator, offers this top secret briefing.

THE MISSION

The maniacal Mad Leader is intent on destroying the world. Johnny "Jimbo/Baby" McGibbitts, AKA The Infiltrator, must stop him.

THE EQUIPMENT

The ultra new Whizbang Gizmo DXH-1 Attack Chopper, top speed 450 knots, armed with air-to-air heat seeking missiles, rapid fire 20mm cannons, anti-heat magnesium flares, chaff dispenser, turbo booster and state-of-the art computer guidance.

MISSION ONE

Fly to the enemy HQ and photograph secret documents and war plans.

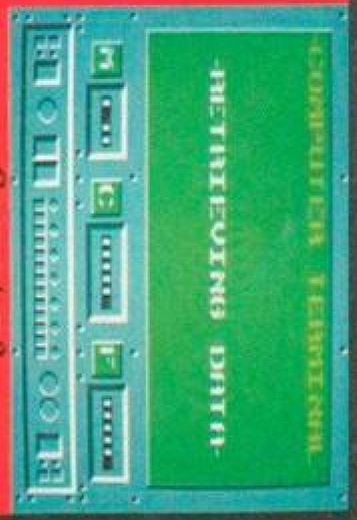
- Always try to communicate with unidenfied jets before they communicate with you. This forces them to identify themselves.
- Pay close attention to the identification of any jet. If the pilot's name sounds remotely sinister or nasty, it's probably the enemy. Take the appropriate action.
- Unless you have a really clear shot, never start a fight with a jet because they always fight back. To the death!
- Always fly above 200 feet. This allows you to avoid enemy ground detection before landing. It also stops you from crashing too often. But flying too high – more than 2,000 feet – isn't a good idea. It takes a long time to reach the ground from such an altitude.
- Use your turbo as much as possible. It allows you to stretch out your fuel supply and it also reduced the time it takes to reach your destination. However you must watch the oil temperature gauge. If the oil gets too hot, turn the turbo off until the oil cools. If you don't, the chopper's engine will fail.
- The heat seeking missiles are your best weapon. Don't waste them. Wait for the enemy jet to fly into your path and then hit the fire button. It's best not to try and force the enemy jet into your sights.
- Concentrate on keeping the helicopter flying towards its destination. Always use the Automatic Direction Finder (ADF) in the cockpit. It's best to program it immediately on take off.
- Once – or IF – you make to the enemy base – you can select various items to help you – sleeping gas, gas grenades, papers, camera, explosives etc.
- A general point to remember when exploring the complex is that ANY room you enter which is grey in colour is IMPORTANT. Search it carefully.
- You should gas any guard in rooms in which you want to take a photograph.
- The security card and janitor's uniform are in a building in screen two.
- Screen one contains the security control centre.
- Maps and documents to be photographed can be found in screens four, five and six.
- If you finish the ground mission and you set off an alarm, you'll attract a maniac jet. You can survive by blowing it up.
- You might find an electronic key when search through chests in the buildings you can turn off the alarm.

MISSION TWO

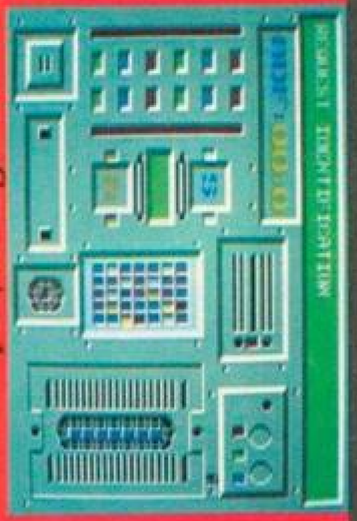
- To get the scientists off the base you have to make him invisible. To do this you need an invisibility pill. It's in a cabinet in the laboratory. Search and you shall find.
- Give the pill to him and he will disappear automatically and follow you outside.
- Remember to give him the pill before planting explosives under his desk in the laboratory. It saves time.
- Turn on the mine detector before leaving or entering the area where the helicopter has landed. You are surrounded by mines.
- Also remember to stay away guards while wearing the janitor's uniform. If they talk or catch you they won't let you go. You will have to gas them to escape.

MISSION THREE

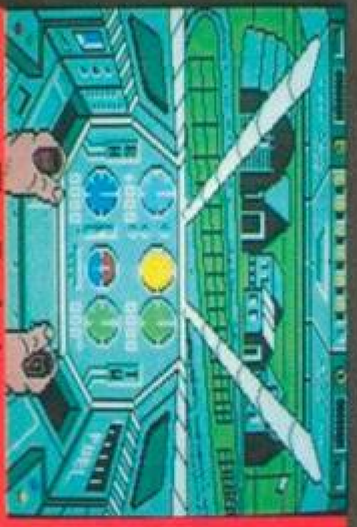
- There aren't many tips or clues to give in this part of the mission. Good advice is not to waste any time.
- Always plant your last bomb close to an exit and leave quickly.



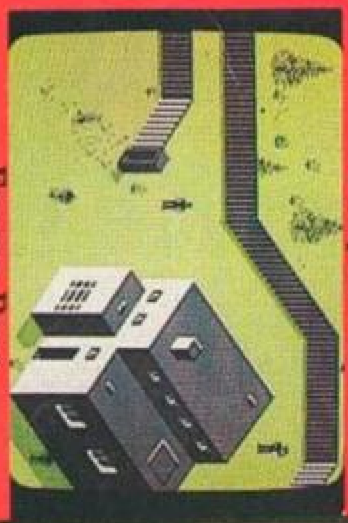
Computer 2



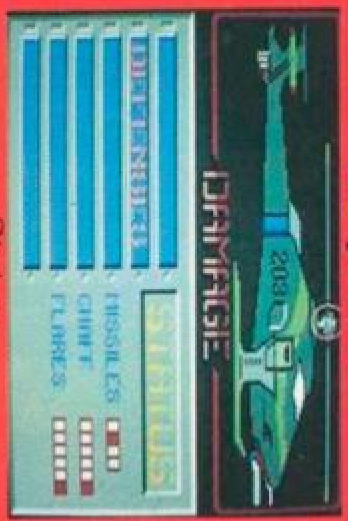
Computer 1



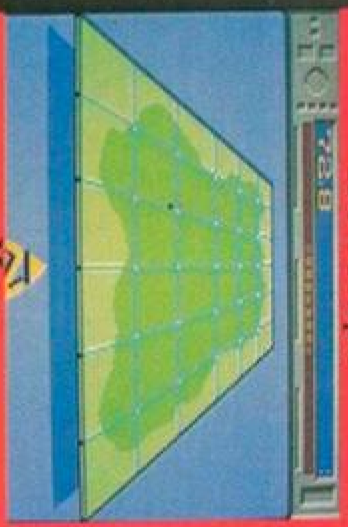
The Cockpit



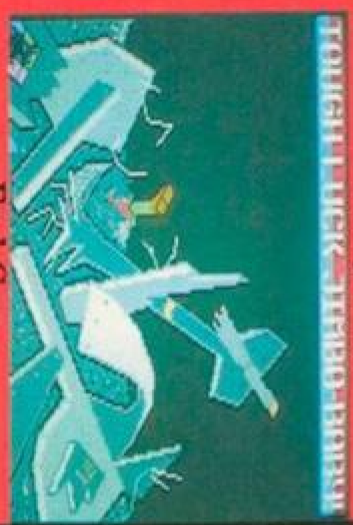
Enemy Base



Status

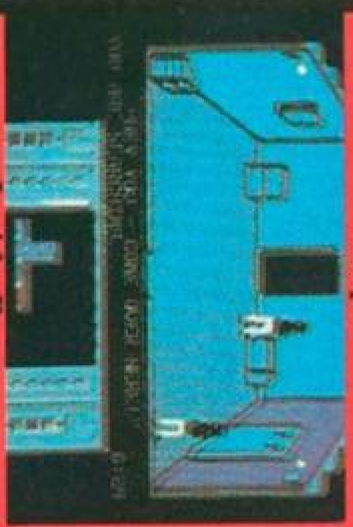


Map



End Game

Oh No!



Inside Base

TIMES OF MUGGINS AND ROBBERIES

Most of the time you will find the mugger in either the park or Town Square. Below are some of the times we have worked out:-

10.59:	Park
11.26:	Park
11.53:	Park or Town Square
12.20:	Park or Town Square
12.47:	Town Square

- ● The mugger is around at other times of the day – but, you can work that out for yourself.

ROBBERIES

12.00:	FUSOR is robbing the jewellers
13.11:	TECHNO is robbing the bank
13.55:	RAT is robbing the warehouse
16.17:	MERLIN is robbing the art gallery

STATIONS

There are four different stations – City, Central, Heath and District. When you reach a station, just type which station you want to get to and the fare will cost you £1.00. You don't have to go through all the stations – you can go direct.

CABS

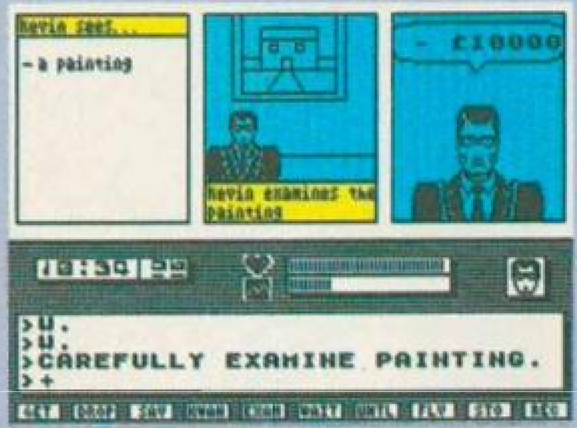
For a price of £5.00 you can get a cab to any destination.

FLYING

There are three destinations which can not be reached by foot or train, so, you must take a taxi or fly. The locations are:
BROOK COURT which leads to the Editors.
SMALLMAN STREET which leads to the Professors
OXFORD GARDENS which leads to the Directors.

- ● Never give Lesley the film – give it directly to the Editor.
- ● A little bit of helpful info – there is a bomb in the power station.

SPECTRUM



Kevin sees...
- a painting

Kevin examines the painting

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>U.
>U.
>CAREFULLY EXAMINE PAINTING.
>+
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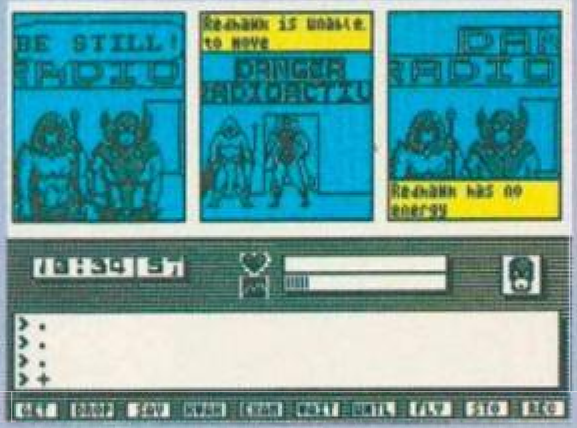

Redhawk is unable to move

Redhawk has no energy

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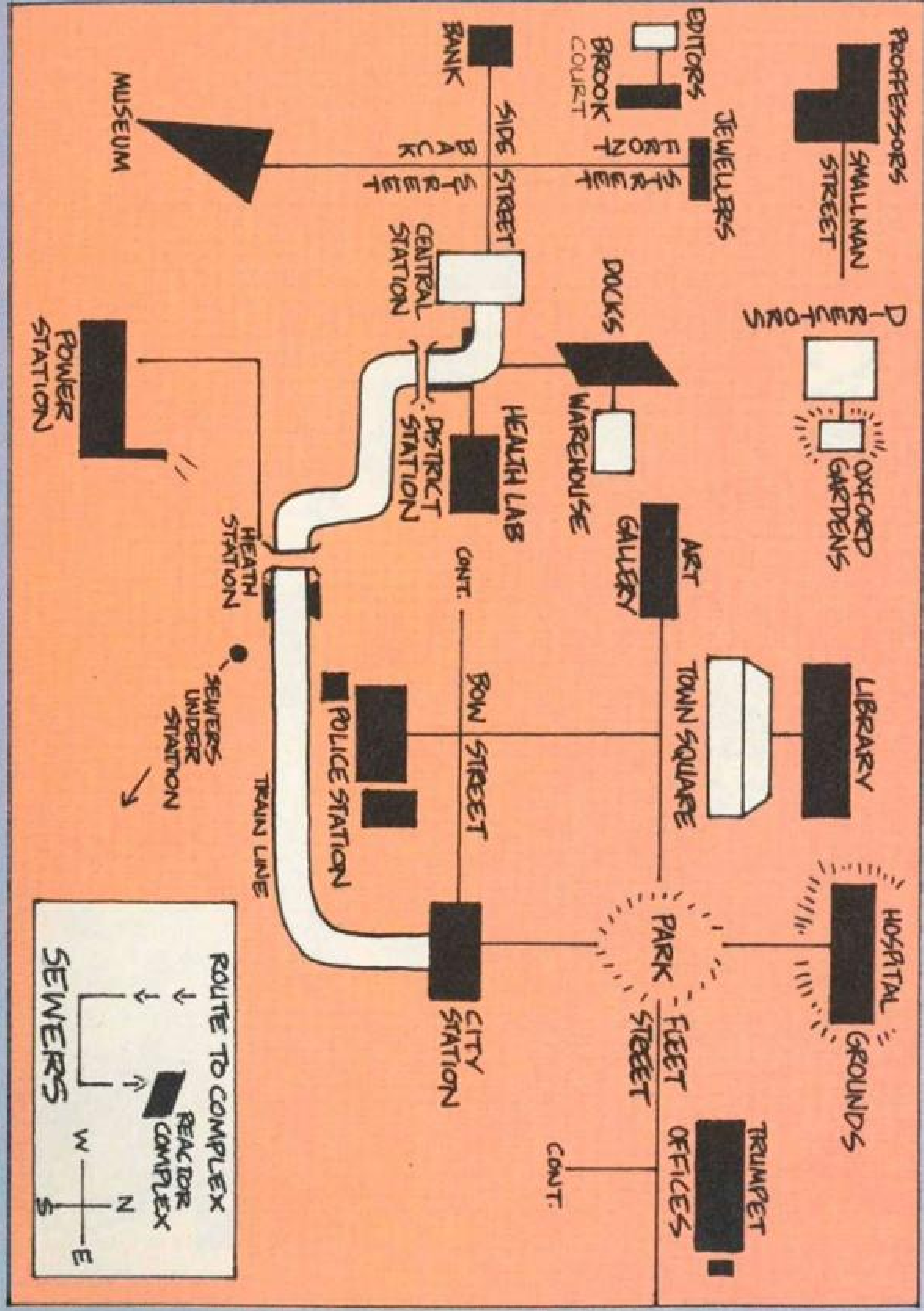
BE STILL!
RADIO
DANGER
RADIOACTIV
DAN
RADIO

REDHAWK

Say KWAH! It's the mighty Redhawk, defender of truth, justice and the innocent computer owner. Few people know that Redhawk has a sidekick – a young super-person called David Harvey. David helps Redhawk and now he's going to help you with these superhero style hints and tips. Read them and you'll be going through the game faster than a speeding Otiss!



PROFESSORS
SMALLMAN STREET
EDITORS
BROOK COURT
BANK
JEWELLERS
FRONT STREET
SIDE STREET
BACK STREET
MUSEUM
CENTRAL STATION
DOCKS
DIRECTORS
OXFORD GARDENS
POWER STATION
WAREHOUSE
HEALTH LAB
DISTRICT STATION
ART GALLERY
HEATH STATION
CONT.
SEWERS UNDER STATION
TOWN SQUARE
BOW STREET
LIBRARY
POLICE STATION
TRAIN LINE
PARK
HOSPITAL GROUNDS
CITY STATION
FLEET STREET
TRUMPET OFFICES
CONT.
ROUTE TO COMPLEX
REACTOR COMPLEX
SEWERS
N
S
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W